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CHRISTMAS SPECIAL 1990

ZZAP!64/AMIGA 68



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RACING REGULARS



SANTA'S SOFTWARE SURVEILLANCE

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competition rules
the editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. we'll do our very best to despatch prizes as soon as possible after the closing date. winners' names will appear in a later issue of zzap!. no correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop viv vickress a line at the normal address). no person who has any relationship, no matter how remote, to anyone who works for either newsfield or any of the companies offering prizes, may enter one of our competitions — and that includes fish.



★ Ms Alison Shiel looking radiant.

HIS FAVOURITE GIRL?!

Belated birthday and early Xmas wishes go this month to the lovely Ms Shiel, the subject of intense press speculation according to a close friend. ZZAP!'s exclusive scoop on the subject is filed by Sonia Varley...

'Can it really be true? Has ZZAP!'s number one fan, a certain angel-faced Northern beauty, Alison Heather Elisabeth Shiel, scored with super-group singing sensation Jordan Knight? Miss Shiel, who bides in Washington, Tyne-and-Wear, admitted her love for both ZZAP! and Jordan in a recent Zzaptionnaire and has since been romantically linked with the tall, dark handsome New Kid On The Block. Could Alison, a beautiful blue-eyed brunette (strongly rumoured to be Jordan's latest flame) be the one that Mr Knight'll be lovin' forever. Or will she, like countless other beautiful teenage temptresses, decide that Robin has far more talent and realise that he had the Right Stuff all along? No doubt the lovestruck Brooke Shields lookalike will keep us up-to-date. Stay tuned to ZZAP! Look what it did for Al...'

And next month the true story about Robin and Kylie! Or maybe Robin gets thrashed in a challenge with Ms Shiel at the swooning ZZAP! office.

HAPPY XMAS!

Yes ZZAP! brings you Xmas before any other mag!! It's a bit early perhaps, but with such a game-packed Xmas why wait? Numerous Sizzlers and a Gold Medal make this the most award-laden ZZAP! in ages. Cartridges have finally arrived with the glorious C64 *SCI*, embarrassing even the Amiga with virtually instant access, and promising much for the future. Speaking of which, we've got a look at some spectacular games in development: *RoboCop II*, *Wrath Of The Demon*, *Ninja III* and the awesome *Turrican II*. All of these except the latter are currently planned for cartridge, so is the C2N finally going to become redundant? Probably not, but one thing's for certain — this is the brightest C64 Xmas in years!

GODFATHER SHOOTS TREVOR BROOKING ZOMBIE!

At the recent CES, **US Gold**'s latest super-expensive sports car promoted their licensing of ***Godfather I, II*** and ***III***. There'll be two games: an adventure and an arcade game, coming out April/May to coincide with the latest episode of this Oscar-laden series. Other US Gold licences include Capcom's ***Final Fight***, plus **Sega's *Super Monaco Grand Prix*** and ***Shadow Dancer*** (***Shinobi II***). C64 ***Super Monaco*** is being programmed by the *SCI* team! Expect this trio of coin-op conversions in the first quarter of 1991.

There are yet more coin-op conversions from **Activision** who, although winding down their UK operations, have acquired two new licences for 1991. SNK's ***Beastbusters*** is crawling with bloodthirsty zombies out to get you on the subway, in the sewers and on the buses (I wonder if Blakey makes an appearance?!). Activision are also hoping that Irem's ***R-Type II*** is as successful for them as the classic original.

Challenge Software prefer licences of the sporting kind. Following their Robin Smith (never heard of him — Ed) cricket game, they've announced their latest licensed sporting superstar. This time it's a famous footballer... yes it's Trevor Brooking! Trevor who? You know, that geezer who came on at half time in the World Cup (and no, he wasn't juggling balls). Now a television 'personality', Trev was once a footballer (a very long time ago, ask your dad!). The game, a football management doobrie, is titled ***Trevor Brooking's World Cup Glory*** (eh?, did he ever have any?!). Apparently Trev will even make one of his memorable appearances as a pundit during half time of every match — we only hope there's an alarm to wake you up for the second half!

WHO WOZZAT? ANOTHER ZZAP! VACANCY!

ZZAP! is famed for its quick turnover of staff over the years, but few have lasted less than Warren 'Wozza' Lapworth. He's decided that ZZAP! is far too exciting for him and has moved onto GMI, Newsfield's own fantasy gaming mag. We wish him all the best.

Of course, this means that (once again!) there's a Staff Writer position going on ZZAP!. If you feel you could fill Wozza's pixie boots, now is the time to send in your CV and a sample, ZZAP!-style review. You must be over 16 (preferably over 18). All applications sent in last time are being reconsidered.


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ATARI STE
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" I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
THE SALES CURVE
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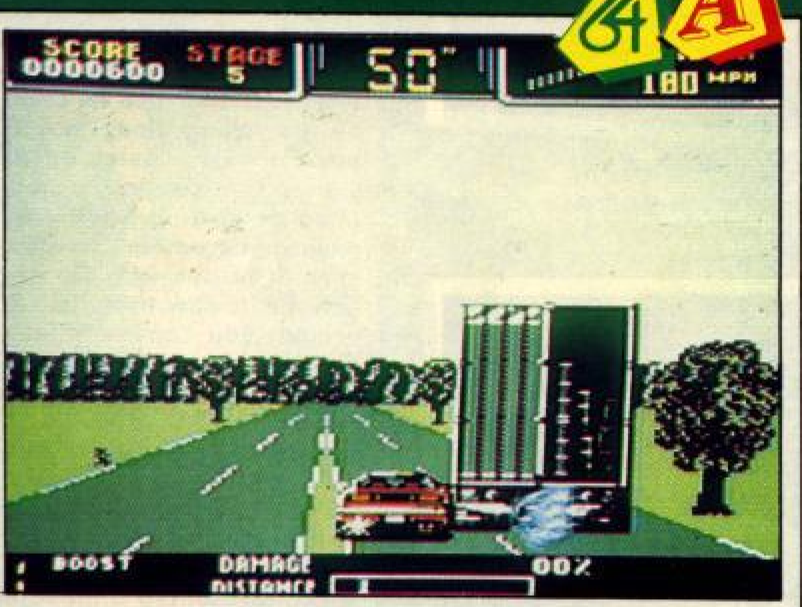
SIZZLER



● Ocean, C64 £19.99 cartridge; Amiga £24.99

SPECIAL CRIMINAL INVESTIGATIONS

★ Level five sees the criminals rolling out the barrels.



64 A

The mayor's daughter, Jennifer, has been kidnapped and he's desperate to save her. So desperate that, yes, *Chase HQ*'s Broady and Gibson have been given a new car, powerful guns and even a police helicopter to supply them with bazookas! Can the city survive this explosive onslaught?

Chase HQ's new controller, curvy Karen, kicks off the SCI by telling our favourite demolition derby duo that some suspected perps are escaping in a red Porsche 911. A picture of the car is shown on the sophisticated comms unit and the chase begins.

The world's most dangerous cops have replaced their battered black Porsche with a red Ferrari lookalike. It's got a fully automatic gearbox, plus nitro fuel injection for bursts of superspeed — to begin with, the car has four nitros which last just a couple of seconds when activated. As the car accelerates into action a timer starts counting down, if the duo fail to catch up with the Porsche before time runs out

Phew, what an improvement over *Chase HQ*! With Mark Kelly's technical advice and Steve Crow's game graphics the C64 game resembles *Turbo* with guns! Programmer Grant Harrison ensures it all comes together brilliantly, the graphics are truly remarkable with an incredibly fast 3-D road and plenty of scenery flying past. The cartridge is great for eliminating long interlevel pauses, and although the arrest screens are a bit disappointing they'd be impossible on tape. This is certainly one game you won't be zooming through on your first go; it's so tough. Even catching the first criminal is a difficult task with all the traffic that gets in your way. Then it takes ages to blast the criminal's car to a standstill, with it gradually catching fire until it's a burnt-out wreck.

The Amiga version is slightly easier but just as impressive with a scorching soundtrack and smooth 3-D graphics, beautifully detailed and frighteningly fast — a vast improvement over ICE's previous Amiga race game conversion, *Turbo*.

On both formats, it's the sheer pace of the action that gets the adrenalin going. As well as being a technical masterpiece, *SCI* is a thrilling challenge.



★ Ray Broady stands up to take aim at some unlucky criminals.





ZZAP! XMAS TEST!



★ Broady takes a shot at the fleeing van while black Porsches attempt to block Gibson's way. A police chopper drops a useful bazooka. (Amiga)

the chase is called off (one of three continue-plays can be used to resume the action, though). Once the villain is sighted, more time is added to allow the pair time to apprehend him.

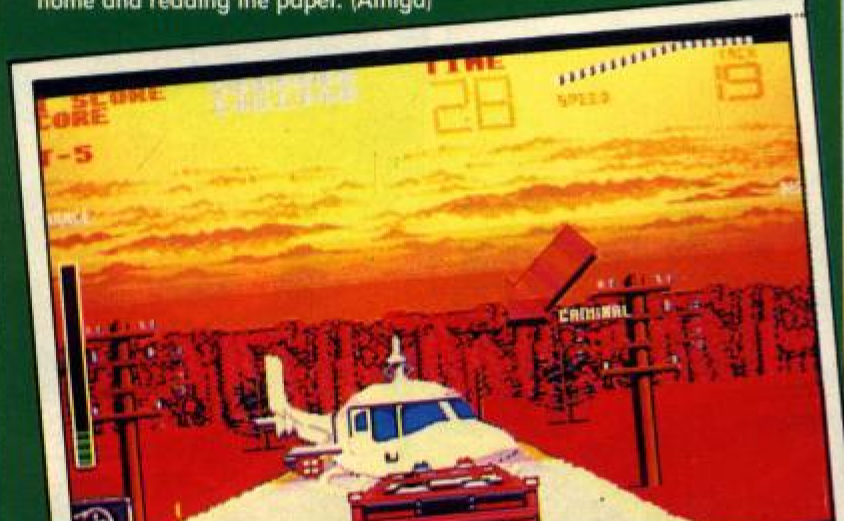
Rather than ramming the car off the road, Broady leans out the window and starts blasting away. As you'd expect, Broady is also free to blast any civilians who get in the way. To arrest the perp the damage gauge must be increased to 100%, the car bursting into flames. Further help is provided by the bazooka dropped by a police helicopter: if Broady manages to catch this, he gets a couple of supershots. Once the 911 is stopped, a screen comes up to show the cops cuffing the perp and rescuing one of the girls, but Jennifer is still missing.

The next stage of the investigation is pursuing a van. The same casualty-intensive procedures are used to bring the perp to book, but this time the baddie has some friends. A group of Hell's Angel bikers try and block the way, so they must either be avoided or shot. The next criminal drives a limo and is protected by black 911 Porsches. Interrogating him reveals one of the kidnappers is driving a truck. His associates hurl barrels out of the back to stop Broady and Gibson, and once the truck is destroyed an attack helicopter swoops down to finally stop the investigation. Survive this and



★ Karen keeps Broady and Gibson updated on which perp to chase next. (C64)

★ The attack chopper is enough to make even Gibson think about staying at home and reading the paper. (Amiga)





C64 *SCI* brings across the sheer exhilaration of the coin-op, barrelling along in hot pursuit of determined criminals. In *Chase 1*, it was often depressing when you realised you wouldn't be able to reach the criminal within the time limit: now that you're armed, you can be a fair distance away and still bring the perp to a halt. What's more, you DO have the speed sensation (even without the Nitro on) which brings across the coin-op's atmosphere and feel incredibly well.

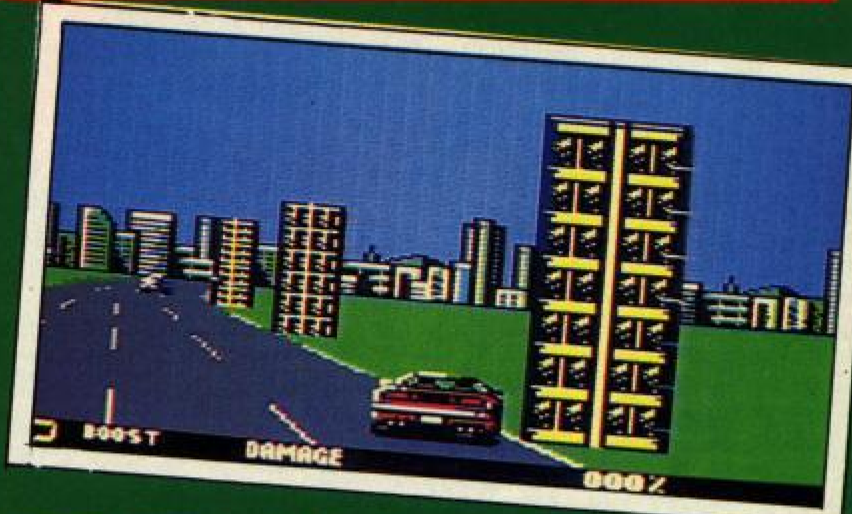
The Amiga version is very slickly presented although loading times are a little long. The graphics are worth waiting for, though, with a very attractive horizon fade matched by decent speed of movement and the impressive sight of eight vehicles all on screen at once. Sound is also good; for once, the car features a decent engine roar. This version looks a lot like the coin-op and has faithfully kept nearly all of the extra features which made that so much better than *Chase 1*. Oncoming traffic to worry about, buses crossing your path, and the extra effect of waves crashing over the sides of the bridge as you rocket along all show off the professionalism of the game's translation. Any slight worries about long-term challenge with only five levels were quelled with the arrival of Level Two: fighting your way through the horde of Hell's Angels is tough enough before getting anywhere near the bad guy's van. A mighty tough challenge but so much fun to be had!



C64 *SCI* lives up to its early promise. The speed of the graphics is astounding, surging past *Turbo* in the speed stakes with a brilliant range of hills, tight curves and tunnels to test your driving skills. Then there's the number of vehicles on the road, it's a lot more crowded than *Turbo* and with Nitro activated it gets very hectic. But of course the best feature is the enemy: catching up with them usually isn't too difficult, but bringing them to book will require a lot of persistence and skill. Making that perp's car burst into flames gives a great feeling of satisfaction. My only slight reservation is that the interlevel screens are merely adequate; they could've been better. But this is without doubt the best driving game out, finally knocking *Turbo* off its perch. Not only because it's a better game (partly due to the coin-op it's based on) and technically superior, but also because the cartridge eliminates the loading hassle between levels. No tape-based game can compete with this, while the ability to simply slam the cart in and start playing instantly means it's going to see a heckuva lot of action.

On the Amiga front, playability is just as high. The ICE team have certainly improved since *Turbo*, packing in an incredible amount of graphic detail and more importantly ensured the game is overflowing with action. The car handles well, while the sensation heavy traffic is almost overwhelming; there's a huge amount of stuff all moving incredibly quickly, including plenty of obstacles such as boulders and crates. With some superb sonics this truly is a dedicated Amiga game, not an ST port, and it's a pleasure to play.





★ Crashing into a tower block on level one won't do your chances much good in this amazingly fast coin-op conversion. (C64)

Jennifer's location is revealed to be in a warehouse. This final level gives you just one nitro and no continue-plays to make a frantic race across desert roads to rescue the mayor's daughter. Any mistakes will almost certainly be fatal!

★ A pack of Porsches harass the most famous cop duo since Starsky and Hutch. (Amiga)



★ An attack helicopter comes zooming at you, harassing you and trying to prevent you saving Jennifer. (C64)



amiga

PRESENTATION 86%
Nice loading screen, demo, scrolling scene-setting text, interlevel scenes and reasonable disk access.

GRAPHICS 92%
Lots and lots of beautifully detailed graphics moving very fast. The red sky on level four is particularly impressive, but it's all a massive advance over STish *Chase HQ*.

SOUND 90%
A plethora of pounding tunes and authentic-sounding FX.

HOOKABILITY 93%
Instantly and compulsively playable.

LASTABILITY 90%
It's not easy and rescuing Jennifer is likely to require plenty of practice.

OVERALL 91%
A superb conversion.

64

PRESENTATION 80%
Instant access is a godsend in this type of game. Keys, normal or two-fire-button joystick options plus three continue-plays. But animated, interlevel presentation screens are mediocre.

GRAPHICS 95%
As fast as you could want with a superbly detailed car, plenty of traffic on screen, a rearm chopper and some superlative end-of-level perps.

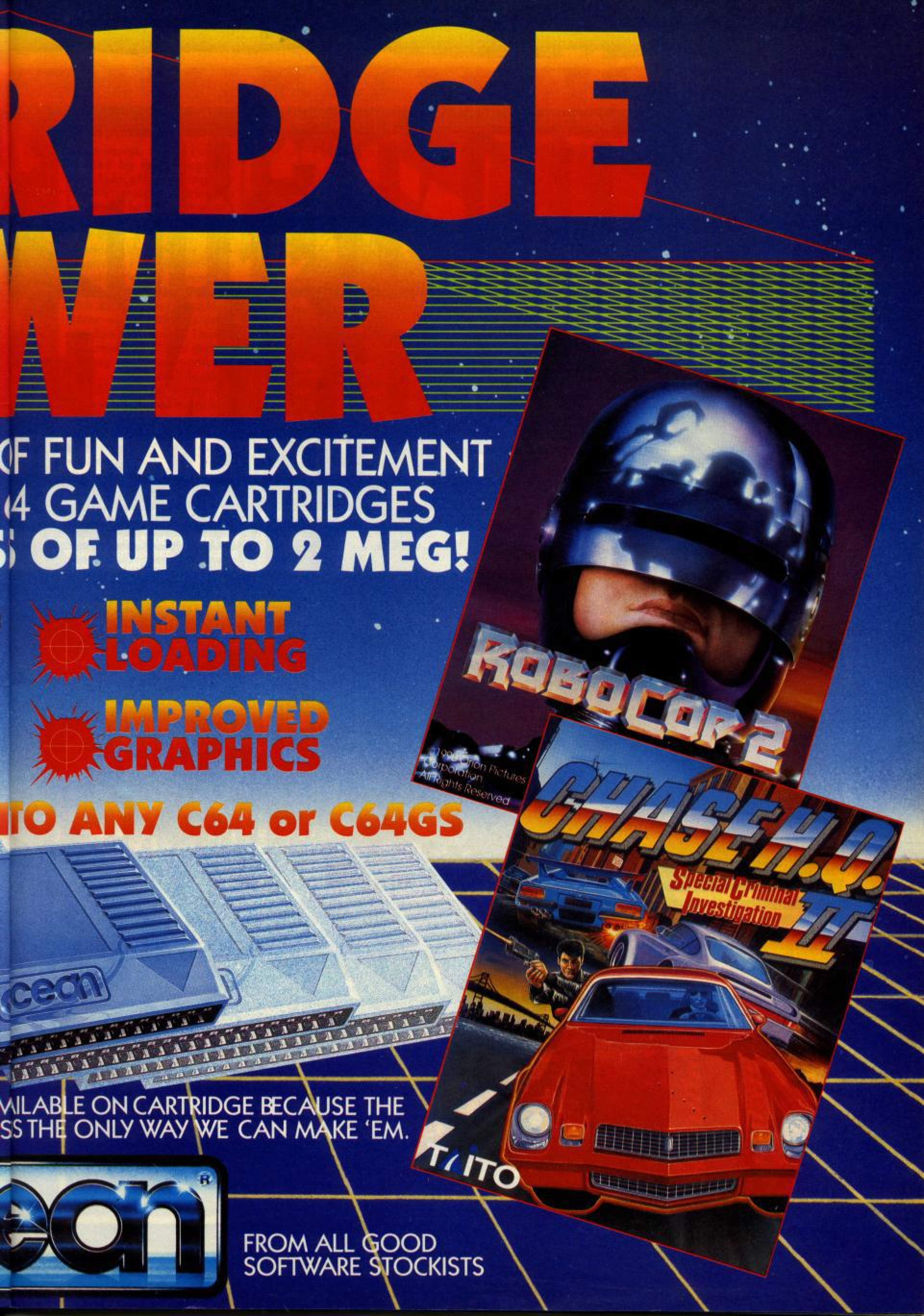
SOUND 88%
A rousing, vaguely *Turbo*ish tune accompanies the action.

HOOKABILITY 95%
Instant access, instant addiction!

LASTABILITY 92%
It's a tough game and completing it will require a heckuva lot of practice.

OVERALL 93%
Undoubtedly the race game of 1990. Superb!


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• Ocean, C64 £9.99 cassette, £14.99 disk

MIDNIGHT RESISTANCE



★ Triple fire is one of the best weapons and should make short work of this mini-tank.

Two months after Amiga *Midnight Resistance* came within one percent of Sizzling, this touching story of familial loyalties arrives on the C64. Your kindly, white-haired grandfather — who just happens to do superweapons research in his spare time — has been kidnapped by a bunch of thugs acting on the orders of the Commissar. By getting your elderly relation to gab about his hobby the Commissar hopes to achieve world domination. In the spirit of such insane overkill the Commissar has also nabbed the rest of your family — and apparently assassinated your brother (making this version one-player only!).

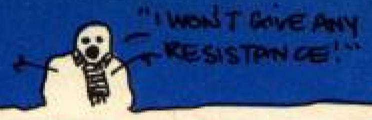
So it's up to you to save your absent-minded grandpa, stupid aunt, nagging Mum, tightfisted Dad, whining sister and the present completely incompetent government of the

★ Testing out a flamethrower in the end-of-level shop.





Midnight Resistance is a well nigh perfect conversion by the top-notch Special FX team. This the sort of intelligent work which, while sacrificing the two-player option and some minor graphical details such as the jeep, completely captures the spirit and action of the original coin-op. The fantastic variety of the levels really comes across, the claustrophobia of the crawlways and spinning cogs on level two, the jet-pack men and rising lifts of level three, each level offers a dramatic change in both graphics and gameplay. Then there's all the different weapons, the flamethrower and homing missiles for example. I also like how the shops change, sometimes having all the best weapons, sometimes only the worst. This means you have to become good with virtually all the weapons. My only reservation is that although the levels are fairly big, they're certainly not massive and with no continue-plays there's plenty of multiloading. With the disk version this is no problem, but for the unseen tape version it might be a bit of hassle. Nevertheless this is an incredibly playable and varied game which deserves to be as successful as the licence makes inevitable





To be honest, I wasn't overly thrilled by the thought of *Midnight* after seeing the preview screenshots printed a few issues back and it wasn't until it was loaded up and the first level got going that I drastically changed my mind. Despite the inevitable lack of a two-player mode it proves as playable as the Amiga game with even better graphics, colour and attention to detail (the fact that Robert Tinman has converted all of it and left nothing out is noteworthy in itself — the multiload is bearable on tape). It may well be *Gryzor* revisited but at least it looks a '90s game, featuring the novel multi-directional fire and smooth transition to vertical scroll. The game structure is very well crafted, bringing in a good amount of graphic variety to keep you playing and offering significantly different opponents with each level: jet planes, circular saws, a battleship taking up an entire level and, of course, King Crimson himself. You really wonder how they managed to cram it all in and offer great playability to boot. Favourite bit for me? The great title tune with a beat to demand your attention — why wasn't it in the game as well, Special FX?

planet. (Hmm, is there really nothing on TV to watch?) To save the planet you must battle through nine levels, each groaning under the weight of more firepower than even Saddam Hussein could want. War-torn cities, a man-mangling factory and a military-infested countryside are included among these fearsome weapons.

Siblingless you must rely purely on your own skill to overcome these massive odds. Super-fit with Ramboesque muscles, you can run, jump, crouch, crawl and — by holding down fire — rotate your gun in a 360° arc. Some of the enemies leave keys when shot, which can be collected and used in the end-of-level shop. This militaristic establishment allows you to replace your standard machine gun with a flamethrower, three-way fire and even a shotgun. These weapons have limited ammo, after which you revert to your machine gun. Extra ammo can be bought though, and special weapons — including Homing Missiles and Nitro super-explosive — activated by pressing 'space'.



★ Going through the crawlways of level two to face a formidable missile-firing tank.



This didn't immediately impress me. Both the hero and the human enemies are a bit splodgy, almost cartoonesque, while early level backgrounds are on the simplistic side (though they were no great shakes on the Amiga). Mind you, there's a lot of graphical variety throughout the levels, and the huge vehicular superbaddies are definitely worth seeing. Sound is also excellent with a superb title tune and explosive FX. But rather than any aesthetic aspect, what really grabs you after a few goes is the virtually perfect implementation of the superb coin-op's gameplay. Sure, a few compromises have been made, including the lack of a two-player mode. But otherwise it plays very authentically with massive variety in gameplay which requires much more than a quick trigger finger — simply mastering the hero's rotating firing action takes a while. There's also the full range of powerful superweapons to choose from. All in all, this is a meaty conversion that's challenging enough to be more than a mere midnight snack.

★ A trip in the country proves no respite from the Commissar's ruthless military.



PRESENTATION 61%
Dying on level one means a reload, but disk access is otherwise fast and efficient. Music on/off. No continue-plays and tape might be a pain.

GRAPHICS 91%
A few minor glitches, but generally very impressive with free-flowing horizontal and vertical scrolling plus a wide range of well-drawn opponents and backdrops.

SOUND 85%
A rousing title tune, impressive FX throughout.

HOOKABILITY 89%
The urge to get onto new levels is extremely high.

LASTABILITY 90%
Nine varied levels provide a substantial challenge.

OVERALL 90%
A first-class conversion.

This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

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64

CREATURES

Out in the nether regions of deepest space (the far bottom right of the Milky Way, if you really want to know) twinkles a planet named Blot. Although a pretty place, it lies deserted after its inhabitants were forced to flee from an awful fate — being called by such an unhip name as Blotians. As soon as they were able they built a colony ship and spluttered off into space in search of a more hip planet, one called Apex or Rowlands! In the meantime they renamed themselves Fuzzy Wuzzies In Search Of Real Hipness.

Unfortunately a collision with an asteroid led to a crash landing on Earth. The remote Pacific isle they found themselves on had sun, sea and no name! The Fuzzy Wuzzies promptly began building a village and named the place The Hippest Place In The Known Universe. But unbeknownst to the would-be Hipsters there was a race of grumpy Demons living on the far side of the island. These Demons were enraged by all the noise made by the cheerful Fuzzies, and hated even worse the ridiculously silly island name!

So one day a sneaky Demon walked into the village and invited everyone to a disco. The Fuzzies were really excited by this — everyone brushed up their fur and attended. But after only two stodgy songs the Demons threw a net over everyone and carted them off. The only one who escaped was Clyde Radcliffe, a tanked up little Fuzzy already throwing up in the bushes!

Clyde woke up with a splitting headache and breath so bad it could scorch a tree at six paces! Nevertheless he promptly vowed to rescue his fellow Fuzzies. His quest would take him through three Regions or Stages, each divided into two loads.

Naturally the island is packed with weird alien life forms who hate silly names and think Clyde is nothing more than a lager lout! Clyde is initially armed with Droopy bullets and a Fiery Throat Flamer. But at the end of each level there's a shop where a nubile young lady sells power-up weapons and information for Magic Potion Creatures. The MPCs come in three forms and are liberally sprinkled around each level. Specific combinations of MPCs buy Curly Wurly, Scatterball and other weird weapons. Fire and down calls up a strip of icons to swap between collected weapons.

Following Stage 1.1, the Lilly Lakes, Clyde moves onto Stage 1.2 where the infamous four-step waterfall, more caves and an end-of-level Demon await. Defeat him and Clyde gets to face the horrors of the Torture Screen. This is a fiendish single screen load where the Demons attempt to do away with a Fuzzy in an extremely gruesome fashion. Clyde must use brains and arcade reactions to save his pal. If he succeeds he gets bonus MPC's, but even if Clyde fails it's onto the next Stage. This is divided into the Piranha Ponds and the Black Forest Gateau. In

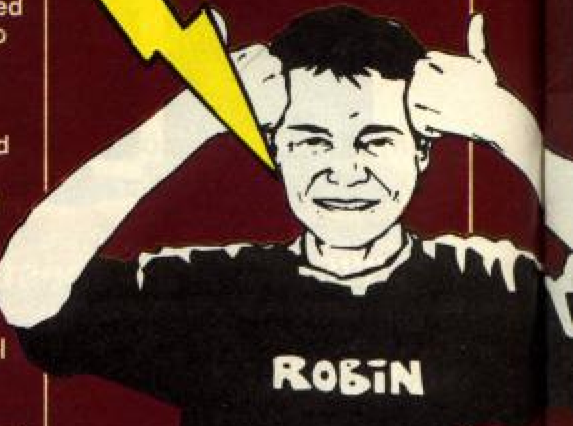
★ Clyde goes snorkling!



★ Clyde goes white-water racing with a lilypad and an Acme fan to propel himself along. Watch out for the waterfall Clyde!



Apex might have gone all cuddly and soft for their follow-up to *Retrograde*, but the gameplay is their best yet! It's just like playing a coin-op with overwhelmingly addictive gameplay and amazing attention to detail. John and Steve haven't stopped at putting in the odd nice mother alien or clever effect, it's *all* crafted with the highest degree of polish. Standard villains such as my fave — the birds — rival special monsters such as the balloon pilot and two-headed fireball spitter for cuteness. And then there's the waterfall with four-layer parallax scroll. The full spectrum of colour is used to superlative effect with sprites exhibiting more character and humour than any cartoon characters you could care to mention. The hilarious Torture Screens rival most cartoons for action, originality and brilliant black humour. This is my pick of 1990. Written in such a fine style and with such a high entertainment value Apex now rival Visual FX as *the* C64 programmers.



Creatures is the best original game since *Turrican*. The parallax scroll is particularly good, the Forest of Gateau having some excellent foreground *and* background graphics moving in parallax to beat anything *Ghouls 'N' Ghosts* can offer. Colours are extensively used with a plethora of sonic accompaniments at every point in the game without overwhelming other vital effects (activate the Flame and you can hear the Flame Ready hum without losing any of the quality of the stage tune). I also like the large range of weapons, while the Stages themselves have plenty of neat little touches which demand thought. I especially like the innocent-looking little creatures which suddenly turn nasty — and double their size! — when hit. And the three torture screens are undoubtedly the best sub-games ever! Brilliant.





★ The final level, and Clyde does battle with a fearsome tree spirit.





★ What's the pink meanie going to do when the hydraulic ram lifts Chaz up to him? Use the cannon to prevent bloodshed on Torture Screen Two.

the former, Clyde goes scuba diving and must remember his limited air supply. The Black Forest is just as mean, wood-n't you know it (groan — Ed), with even the trees after Clyde.

Complete Stages 2.1 and 2.2 and you get to face the second Torture Screen (ZZAP! Megatape 10). Then it's the hardest Stages yet, featuring the Spooky Graveyard and Demon's Castle. Yet even if Clyde should somehow struggle through these murderous Stages, complete with a Flying Clyde bit, and defeat the final end-of-level monster — it's not over. The entire village has been crammed into a cage in an Acme Multiple-Fuzzy-Wuzzy-Torture-Device (Mark IV). Go for it as Clyde Radcliffe Exterminates All The Unfriendly, Repulsive, Earth ridden Slime!

Creatures must be the funniest game in ages, is there anything to compare with the sick Torture Screens?! Superbly thought out and slickly executed, without these the overall game just wouldn't be half as much fun. As for the rest of the gameplay, it might be a bit familiar, but the abundance of unique creatures, situations and surprises makes it one of the most original products in a long, long while. I love the Flamebreath, and the large range of additional weapons are good fun too. Then there's the mass of tunes accompanying Clyde every step of the way, supporting the atmosphere achieved through excellently detailed graphics and clever colour splits (spot the creatures sporting non-standard colours!).

Creatures simply oozes quality, especially on the last Stage when Clyde enters the Demon's Castle with Fuzzies in chains and cages! On top of this, presentation is absolutely superb — the heartbreaking high score table is a classic!



Amiga update

Creative Materials, (programmers of *Rotox* and *Operation Harrier)* are working on an Amiga version for a January release priced at £24.99.

PRESENTATION 97%
Two types of maps, shop screen, 'Torture Screen complete' screen, high score table, music on/off and game complete sequence.

GRAPHICS 96%
Great use of colour, loads of graphic variety, great animation (especially on the Torture Screens) and some subtle parallax.

SOUND 95%
A different tune for each set of two stages, Torture Screen, shop screen, a great title piece and jolly end-track plus good FX.

HOOKABILITY 96%
Fairly easy beginning, with plenty of MPCs, while the urge to see later Stages and Torture Screens is irresistible.

LASTABILITY 95%
Nine loads provide a massive challenge, with three Torture Screens and six Stages, complete with end-of-level monsters.

OVERALL 96%

The best excuse yet to play with cuddly toys!





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64 A

PUZZNIC

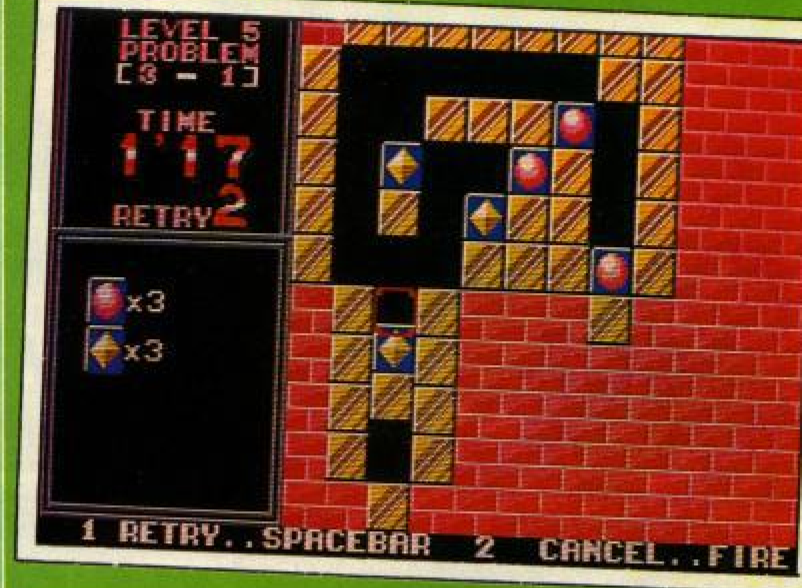
After *Plotting* comes another blocky puzzle game from Taito/Ocean. Once again the aim is getting rid of tiles by bringing identical ones together.

On each level there's an assortment of tiles which can be moved about by placing a cursor on them, pushing in the direction you want them to move, and pressing fire. Unlike *Atomix*, there's gravity, so tiles can't be moved upwards — unless there's a lift to take them up.

On the first few levels the tiles come in even numbers, so it's fairly easy to progress by bringing pairs of tiles together. But things soon get complicated when you have odd numbers of tiles: bringing three tiles together simultaneously can take a lot of ingenuity!

There are no less than 144 levels in *Puzznic*, split into 36 stages laid out like a tree — completing a stage allows you to attempt either of the two branching out from it. In the coin-op you can choose to start on any of the stages on the first two rows, but now you can start on any of the first five rows!

Once you begin playing you have two resets, which restore everything on the level except time to its start position — useful if you've messed things up completely. Once the resets are used up you can only wait for time to run out. Then you can use one of five continue-plays.





Puzznic's early levels are misleading in their simplicity and only when you get to the second row do the fiendish possibilities become obvious. Cleverly the game pulls you slowly into its grasp until escape is impossible! You *have* to keep playing — this is as compulsive a game as I've played all year. While 144 screens and several different ways of playing through provide a big challenge.

The main requirement of the graphics is that they're fast and clear, and both versions succeed in this. Unlike *Plotting* there's no background graphics to provide visual variety, but the tiles have an attractive animated sheen which is particularly nice on the C64. In fact the C64 comes off best, the more restrained greyish palette working better than the slightly garish 16-bit graphics. But gameplay is the thing with *Puzznic*, and both versions excel in that.

amiga

PRESENTATION 79%
Same as C64.

GRAPHICS 58%
Effective and fast, but the colours are a touch garish.

SOUND 84%
Some very good tunes.

HOOKABILITY 88%
Easy first levels, gradually draws you into utter addiction.

LASTABILITY 93%
144 screens and various routes provide a huge challenge, while option to play any of the early levels prevents repetition.

OVERALL 89%

A superb puzzle game.



This Taito coin-op seems almost designed for home play— it's easy to while away the hours pondering what can be truly brain-bending problems. The graphics are functional and cleanly laid out with well used colours and a neat sheen effect on the C64. The Amiga game is graphically disappointing but at least there are some great sonics. Mind you, the graphics don't matter much, as *Puzznic* has some *very* addictive gameplay. It's nice the way you're introduced to new elements and new objects to manipulate with each new screen; the select-your-path feature is another well thought-out idea. Overall superb!



64

PRESENTATION 84%
Two resets per screen, five continue-plays and the ability to start on any of the first five rows. Good demo.

GRAPHICS 70%
Fast, simplistic and perfectly functional with an attractive animated sheen.

SOUND 82%
Software Creations provide another batch of tuneful pieces.

HOOKABILITY 90%
Early levels provide a nicely graduated introduction to an utterly compulsive game.

LASTABILITY 94%
144 levels and several different routes through the game provide a superb long-term challenge.

OVERALL 90%

Easily one of 1990's best puzzle games.

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RUDOLPH'S MEGATAPE 12 INSTRUCTIONS!

TUNNEL VISION
● (Hewson)

Plug in your computer, load *Tunnel Vision* and grab your joystick! You are about to enter the 22nd century where the favourite pastime is for spaceships to be locked in martial combat electromagnetically suspended inside a holographically projected tunnel in outer space. The aim is to capture an orb whilst avoiding another challenger, and other craft, and then to race along the tunnel with it to the goal.

Press the SHIFT and RUN/STOP keys on the computer keyboard and press the Play key on the cassette player.

CONTROLS

You control your ship with the joystick. Player one's joystick should be plugged into PORT 2 and (if a two-player game is chosen) player two's joystick into PORT 1.
NB: Once the program has loaded it may be necessary to press RESTORE to get things started.

The top half of the screen is devoted to player one's view of the action and the bottom half is for player two or a computer opponent.

Accelerate = joystick forward
Decelerate = joystick back
Right = joystick right
Left = joystick left

The fire button releases a laser bolt or activates the tractor beam if your ship is targeted on the orb. To reverse your direction in the tunnel, first decelerate until your speed is zero, then let the joystick return to its central position so that you are neither trying to accelerate or slow down. Then pull the joystick back once again and your direction will reverse.

GAMEPLAY

Your position in the tunnel is shown by a flashing black dot on the plan view of the tunnel on your half of the screen.

The direction you are travelling in is shown by the left of the two arrows at the top of the tunnel map.

The direction of the orb is shown by the red arrow to the right of yours and its position is shown by a flashing red sector of the tunnel map.

The position of the goal is shown by a bar at right angles to the path of the tunnel on the map.

Fuel is shown at the bottom of your screen.





The game may be paused at any time by pressing the STOP key. Moving the joystick can then unfreeze the game. A game may be abandoned by tapping the RESTORE key.

CAPTURING THE ORB

The orb is a red and orange rotating ball. To capture the orb you must manoeuvre your ship so that the orb is directly in front of you. A message will tell you when you are on target.

The number of points you have scored is shown by the number of cyan coloured orbs to the right of your shield readout.

The number of orbs left in the game, including the one in play, is shown at the centre right of the screen.

GAME OPTIONS

Push the joystick forward to move the red selection bar up on the menu screen and pull the joystick back to move the bar down. Game settings can be varied by moving the red bar to the setting you wish to change and then moving the joystick sideways to alter the setting.

As well as having the choice of playing *Tunnel Vision* against either a friend or the computer, you can vary the length of the game by choosing the number of orbs involved.

Five different tunnels are available to compete in. You can design your own by using the Tunnel Editor.

TIMEOUTS

Games can result in a draw if a timeout occurs or both players' ships are destroyed.

THE TUNNEL EDITOR

You can design your own tunnels if you like. The editor menu works the same way as the options menu and allows you to create your own tunnels from building blocks of bends or straights.

When you are editing a tunnel, first use the joystick to position the cursor on the tunnel sector you wish to use. Press fire again and the sector will be moved onto the map at the position where the cursors was. Tunnels can be saved and reloaded at any time.

CREDITS

Programming by Graham Blighe.

ROLLIN'
● (Atlantis)

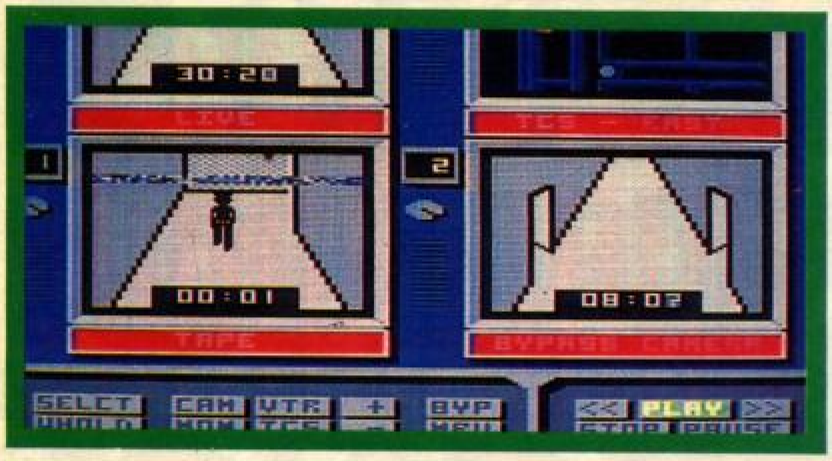
16 screens of arcade action for 1 or 2 players. Each screen gets progressively harder, but completing it gives you the chance of a surprise bonus score.

CONTROLS:

F1...1 player, joystick in port 1
F3...2 players, joystick in port 1
F5...2 players, joysticks in ports 1 and 2
F7...Music on/off
Fire button...emergency escape if trapped

GAME:

Paint all the squares to complete a screen. Avoid the bugs until your roller turns white, then 'roll' them for extra points. If you get trapped, use your 'fire' button for an emergency escape but use it sparingly as you only get 3 chances for each screen/life. At the end of each screen there is a chance to earn a high bonus score. 16 screens of increasing difficulty.



HACKER II

● (Activision)

Greetings From The Government Of The United States...
No, you haven't been drafted. It's not that easy. It's nothing that safe.

This country need a big favor. The CIA is counting on you to preserve Western Civilisation. The Russians have in their possession a notebook known only as The Doomsday Papers. With it, they can bring the world to its knees.

This Is Where You Come In.
Using your special investigative prowess, you must break into a place that is not exactly a tourist attraction. It's a maximum security complex located somewhere in Siberia.

The good news is that you won't need a passport. The Bureau is lending you their satellite so you can get into the complex with your computer.

They've even managed to infiltrate the building with a few droids called Mobile Remote Units (MRUs).

This Is Where You Try And Bail Out.
It seems easy enough, once you penetrate the security. Just move the MRUs from room to room. Locate the combinations to the safe. Find the safe. And remove the documents. But it's not that easy. In fact, it's downright dangerous. There are video cameras and security guards to be avoided.

Your clever video device has four screens which allow you to monitor any of the 38 security cameras. By playing a video tape and getting it in sync with the security system's timer, you can bypass (BYP) a camera, so that your MRU can enter the relevant room and remain undetected. Your MRU is guided via the Telemetry Guidance System (TGS) — a scrolling map of the complex, showing the positions of active cameras and security officers.

This Is It.
Your reputation got you into this mess. Your skill will have to get you out. The meter is running. Good luck. Happy hunting.

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● Have you written a mega-blasting, state-of-the-art C64 game which you think other ZZAP! readers would like? Why not send it to us on cassette or disk with a letter explaining the game. If it passes the ZZAP! Test we'll put it on the Megatape for thousands to enjoy! It could be your first step into the software publishing world! When sending in your binary masterpiece please use the form below.

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CONNECT 4

● (Atlantis)

CONTROLS
Keyboard. Number keys 1-7.

PLAY
Aw come on, everyone must have played the board game. Anyway, in this computer version, two players can play each other, or one against the computer (which has four difficulty levels). All you have to do his try to make a line of four with your own coloured counters. Simple? Well maybe not!

RUDOLPH'S MEGATAPE 12
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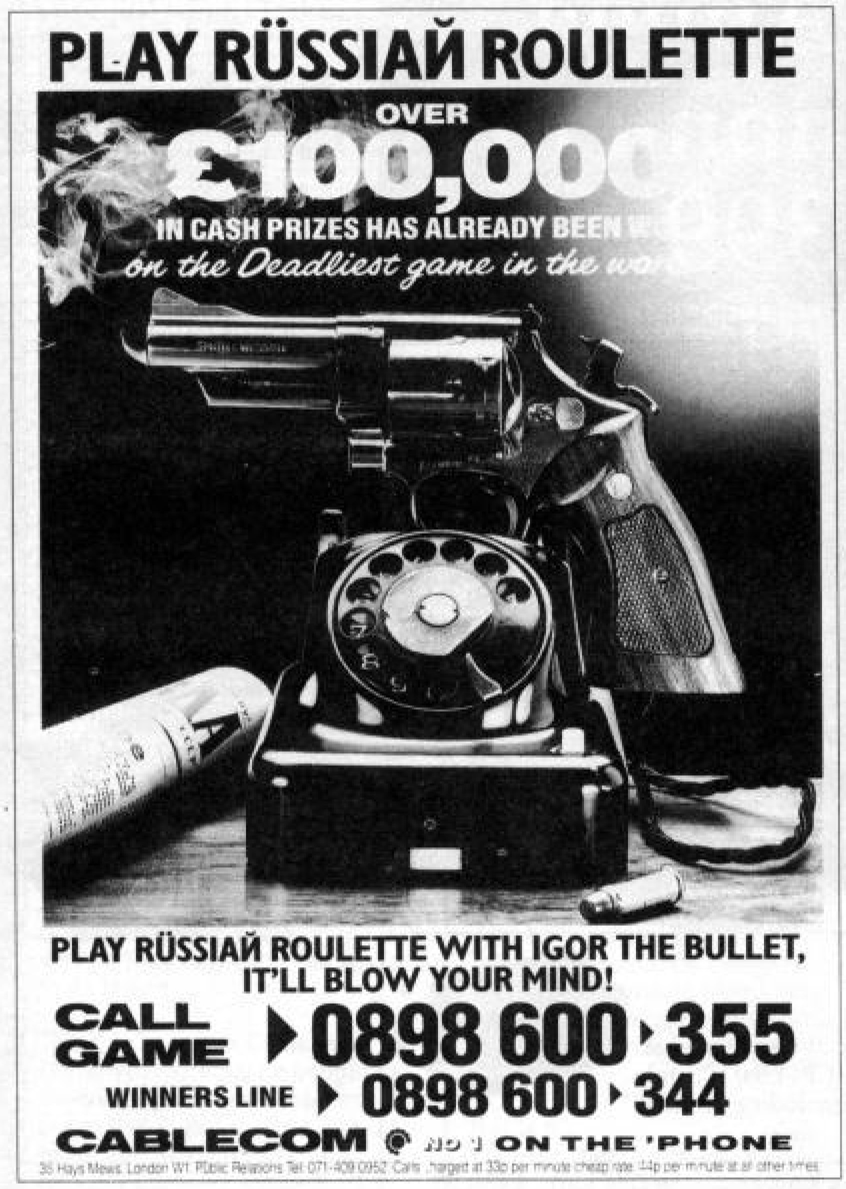
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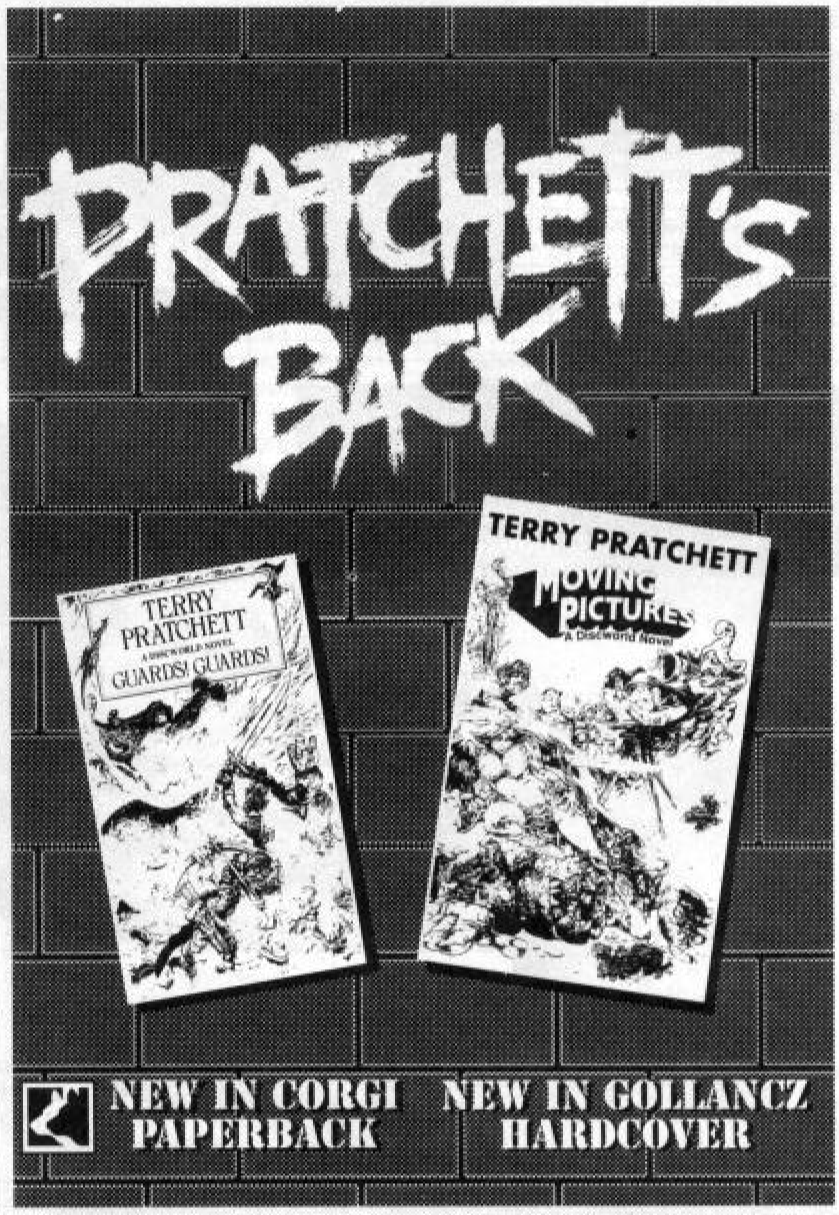
SIDE ONE:
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by Hewson
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SIDE TWO:
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RRap.



Welcome to the 'Rrap At Ten' with Sir Alistair Mangram. Dong! Sir Alistair falls over in street. Dong! There's not much news tonight so you can go and make a cup of tea. Dung! It's brown and sounds like a bell. Details of all those stories later but first some serious views...

MAIL ORDER MEGADISKS?

Dear Lloyd
Thanks for replying to my previous letter. As ever, your mag is brilliant but there is one thing bothering me.

Re: 'Disk Desire' (and several other letters on the same subject!). I have been reading ZZAP! from Issue 43, and until Issue 53 I owned a 64. After this however, I upgraded to an Amiga, but still continued to buy ZZAP!. Why? Well, it was (and still is) the best Amiga magazine around. It had good reviews, good features, and even the Scorelord added an Amiga section to the Scores. And guess what??? 64 owners started to get annoyed (or rather jealous!) that the Amiga was starting to overrun the mag. Well, note this. In case you hadn't noticed, ZZAP! has given you Megatapes full of games. I think that one of the reasons for this was to show that the mag is NOT turning all Amiga.

Am I right? Probably. If the Amiga was overtaking the mag, then you wouldn't get the tapes. You would get disks! Yes, I did ask about coverdisks, but after reading a particular letter, I changed my mind. All Amiga owners out there listen to this. This magazine is still biased towards the 64. And it should be.

So, if we did get a disk, that would put the price up to around £3.50. What do you think the 64 owners would do? They don't want a disk that they can't use. Sure, we can't use the tape, but the price only went up to £1.95. Even though I own an Amiga, I don't think it would be fair to 64 owners (which this mag was originally for) to pay out this price.

Hey Lloyd, I've just had an idea (Oh No!). When you make a disk for the Amiga why not ask the Amiga owners to write off for it, paying a reasonable price? And the same for 64 tapes? Would it work? I think it would. Saves paying all that money for a disk that you can't use. What do other readers think?

Anyway, let me change the subject.

What happened to ZZAP! Challenge? The two you did were totally brill! Please bring it back! Also, the new diary is great! But, I fear that it may only be with us for a few more issues, as the game looks half finished! Please rescue my sanity and tell me there is a long way to go before they leave.

Now for another of my pleading requests. Could you do a PD section for the Amiga? Don't make it too big, because I stick with what I said earlier. Just a page or two about the latest PD for the Amiga. (Isn't there PD for the 64?)

Onto the subject of discounts for Amiga readers: it's a good idea, but don't you have discounts in the Zzuperstore? Yes, you do! I suppose it will save us having to wait for games to come through the post, but giving us discounts means you lose out (in profit!).

Now, I am going to bore you to death with a few mind-numbing questions.
1. Could you tell me who has (or had) the licences to the following games and when are they coming out: *HellFire, Final Fight, Teenage Mutant Hero Turtles* (HERO — NOT NINJA!) and *Trojan*.
2. Are you going to bring back Rockford and the rest? I know that it is possible because of the little side drawings that appear from time to time telling us why you put 'Amiga screenshots instead of 64 shots'.

Well, I think I had better leave you now. (My fingers are dropping off!) So, Bye for now!!!
Scott Wade, Gosport, Hants.

● ***I don't know much about the economics of all this mail order Megatape/disk stuff, but our mail order department say they're busy enough (stuffing themelves with cream cakes) without the extra work involved.***
The Challenge has been postponed due to Robin's strained joystick wrist which he injured with too much waggling at home.
We'll think about the PD section.
1. ***US Gold have got*** Final Fight, ***Mirrorsoft have*** Teenage Mutant Hero Turtles. ***Don't know about*** Trojan ***and*** HellFire, ***though.***
2. ***No, they're lost in space, last seen in Stuart's little red book!***
LM

MARVELLOUS MEGATAPE

Yo MC Lloyd, in effect,
First of all, you've got it right with the megatape. You've actually managed to get four games on the tape. Well done! Its only taken you ages. By the way, I would like a playable demo of *Chase HQ 2* to appear on a tape.

The mag has got better now (from Issue 66).

You might wonder what the hell I'm going on about, well, I just want to ask a few questions:

1. When will *Creatures* actually be finished? How do you defeat the fat git at the top of the 'Torture Screen' demo?
2. Please don't bring Role Playing Games or PBM into the mag. I think (That's Amazing) they are deadly boring. Let them all go and read GMI!
3. Why did Commodore bring out the C64GS? They might as well just sell the cartridge games to existing C64 owners so they can shove them into the cartridge port.
4. Can somebody tell me why everybody likes Teenage Mutant Hero Turtles? They're rubbish, especially the cartoons.
Oh well, I've rrapped (!!) long enough. It's time for me to break north. I'm outta here. PEACE.

Word from
Marc Evans and Philip Dunn, Ashford, TN24 8QL.

● **1.** ***It's been slightly delayed but should be ready 'soon'.***
The fat monster at the top of the Torture Screen follows a simple set pattern. When he's on the right, try standing at the top of the lift and fire lots of (low-arc) shots at him, moving back to avoid his shots. When he moves left to breathe fire, go to the far left and hold down fire to breathe fire at him — you should be able to do this twice in quick succession, plus a third time as he retreats, causing a lot of damage. Keep trying: if Phil can do it, anyone can!
2. ***They should, it's a great mag for RPG (plug, plug!), if you like that sort of thing.***
3. ***The C64GS may be technically a keyboardless 64 but the software houses' plans for cartridge releases were mainly prompted by its arrival. Anyway, why moan?: you won't have to buy a new machine to benefit from the stacks of cartridges soon to be released! And lots of kiddies who can't type will buy the things instead of Nintendos and Segas.***
4. ***Whatever the reasons, their success is turtly amazing!***
LM



SANTA'S RRAP!

A SHADOW OF A GAME

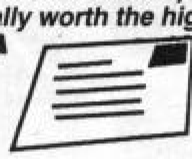
Dear Lloyd
I have something of a complaint to make. Having just visited my local computer shop in search of some new games, I was greeted by an assistant who informed me that *Shadow Of The Beast 2* had just arrived and was selling like hot cakes. I was just about to buy it when behind me I noticed that it was being played by another customer. So before I bought it myself I thought I'd take a look — I soon changed my mind after watching it.

Some people may like this kind of game but if you ask me, it's just the same old utter crap, just like its predecessor. By my ratings I would give it overall 35%, but considering the graphics and sound you will give it overall 89% if not more. The thing that really gets me is the way they charge £35 by giving away a cheap T-shirt when Ubi Soft's *Unreal*, which looks as if it lives up to its name, is being sold for £30 without giving away cheap gimmicks.

Don't get me wrong, the graphics and sound are great but when it boils down to it, it's not very playable and therefore a complete and utter rip-off. Instead of buying *Beast 2* I bought *Midnight Resistance* which is so playable I have been playing it non-stop since I bought it (four hours ago) and it is now completed.

I have been getting ZZAP! since September 1985 (Issue 5, I think) and it is definitely the funniest, most original mag out. One last thing before I go and give Psygnosis funny phone calls: can you please, please, please print this as I have already written two others without you printing them.
Your ever loyal reader
Ian Perryman, Plymouth Devon.

● ***Thanks for your letter, Ian. I also think that £35 is an excessive amount to pay for a game — especially on my meagre income! T-shirt or no T-shirt, for that kind of money the game really has to be something very special, which* Beast 2 *isn't (it got 72% last issue — don't be so cynical!). Still, Psygnosis reckon they sold a lot of the original* Beast *at that price, and ultimately it's up to the individual consumer whether he/she thinks the T-shirt package is really worth the high price.***
LM



WAR OF THE WORDS

Dear Lloyd
Over the past few months ZZAP! Rrap has aired two starkly differing views as regards what makes a good game. ZZAP! readers appear to be organising themselves into two warring factions.

I'll call the first camp 'The Traditionalists': they crave for the old days of lego land graphics and beepy sound. Traditionalists worship the god 'Playability' and love games in the mould of *Hercules* and *Boulderdash*.

The second group will be known as 'The Modernists': they idolise official licences and arcade conversions, and are often heard yelling, 'Cor, look at the graphics on that!' in true Sun-reader style. Modernists are won over by mega wicked crucial visuals and sonics, no matter how inane the gameplay or torturous the multiload.

It is a tragedy the C64 users are arguing amongst themselves when they have so much to offer each other. The Traditionalists should take a look at some of the new original software, such as *Stunt Car Racer* and *Myth*. Modernists shouldn't discount games merely because of the lack of graphical frills — experience the playability of games like *Lords Of Midnight* and *Paradroid*.

Overall, call a truce, forge an alliance and above all else enjoy your gameplaying.

Now on to another moan, this time about the C64 World Cup Pack. Why Commodore bother buying the rights to naff Ocean games like *Basket Master* when they have three classic sport simulations to call upon (*International Football*, *Basketball* and *Tennis*) is beyond me. Incidentally, any enterprising software house fancy bringing Commodore Sport Sims out on a budget label?

Finally, have you any new info on the exciting prospect of cartridge games? Here are five games I would love to see on ROM.
1. An 8-bit *Dungeon Master*.
2. An Epyx sports spectacular.
3. A new version of *Paradroid* with different ship layouts.
4. SSI *Dungeon And Dragons* series.
5. A usable version of *Racing Destruction Set*.
Cheers.
Maff, Halesowen B62 9RR.

● ***Maff?! Don't I know you? Anyway, I agree with your point about the 'warring' factions: as long as everybody enjoys playing their particular favourite styles of game, what's the problem? Maybe, like a lot of 'my machine's better than yours' snobs, they simply enjoy slagging off each other off, insisting that their own taste is superior — when, of course it's not; mine is!***
LM



I WANT IT ALL

Dear Lloyd
I've been reading ZZAP! for ages now and I've sent a total of four letters, none of which have been printed. WHY?!? All of my previous letters have been of a high standard, written on bio-degradable paper with my trusty blue biro. This biro has now run out so I've bought a new one — maybe it will give me a bit more luck (it is a 'Bic biro' so it flippin' should do!)

Anyway I've got a couple of questions which I've numbered like every other boring prat. Just to be highly original I've numbered them out of sequence. Right then, here they are:
6. Why can't we get just a little bit of arcade coverage — after all most games do get converted from the arcade originals.
8. How about another Tips Special soon, we haven't had one for ages (ooo-er).
17. Can we have a couple more pages each issue. I'm sure most people wouldn't mind paying a bit extra.
11. So what happened to the tips hotline? The other two hotlines were crap. Bring the hotline back.
Got to go now or else mother will put me back in the kettle.
Douglas Rae, Wolverhampton ST19 9DF
PS. Can't us Amiga owners have a coverdisk soon?
PPS. I fancy a rock cake. I take her out every Saturday night.

● ***Maybe your other letters biodegraded before they reached ZZAP!. Looks like your Bic did the trick — if only I could afford such luxury!***
6. Robin's planning some — honest!
8. Robin's planning one — honest!
17. We try to make each issue as fat as possible — Phil makes a very special effort with his fried food diet!
11. Robin's already done that one (at last! — Ed) — the tips hotline is back!
LM

SWISS CUCKOO (CLOCK)

Hey Lloyd
I've got a very important message to tell all ZZAP! readers. You sure need all Asimov's books about Foundations. In the last book (not the last he wrote but the book which tells about the furthest future) Asimov said that the future of the galaxy will be Gaia (?! — LM). That means that Seldon went wrong: his plan is going to fail.
But all this is FALSE!
In fact Heri Seldon created 3 foundations, not 2 as everyone in the Galaxy thinks!
The 1st Foundation's been placed on Terminus, the 2nd on Trentor, and the 3rd....
I can't say it, I'm sorry.
Humanity isn't ready.
But luckily I can tell you other things about the 3rd F.
It is the most powerful Foundation: The 3rd F's members work with computers that they've made (especially C64 and Amiga).
They made a program that increases the mind's power up to 100%!
But during their free time they program video games.
Then they transmit through the mind those games to earthly men called computer programmers.
Those men usually become rich and famous.
Guys, how do you think an earthly man could do a game such as *Turrican* or *Klax*?
Lloyd, boys, girls, guys,

ZANY!
ADDICTIVE!
WHACKY!
CRUEL!
IRRESISTIBLE!
WILD!
TEAR-JERKING!
FUN!

"My pick for 1990!"
"Superbly thought out and slickly executed!"
ZZAP!64 Gold Medal 96%





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SANTA'S RRAP!

dudes... everyone must know!
Everyone must understand!
So this letter must be issued!
A 3rd F's Member (Thomas Fesciene), Switzerland.

● It's all right, Thomas... we understand (finger points to side of head and rotates).
LM

TRIP UP THE LIGHT FANTASTIC

Dear Lloyd
I have been a C64 owner for nine years now, but recently my shoe box-style C64 finally died after a long repair bill. Being a computer addict I purchased a new 64, the Light Fantastic pack. This must be one of the biggest cons to come out for a long time.

Firstly, the 3D glasses are the same cardboard and red and green cellophane ones you got if you went to see Jaws 3D, nothing like the Sega's.

Secondly when I tried the lightgun I found it to be very inaccurate. When I put it to the screen, the way to get it most accurate, and repeatedly pulled the trigger the shots moved around in a 2-inch diameter semi-circle. I took the gun back to the shop I bought my computer from expecting to get it exchanged. Instead I was informed that the lightgun was working correctly and that my 24-inch TV was too big. I was also told the way to get best accuracy is to use a 14-inch black and white TV with the brightness and contrast up full. This I tried wearing sunglasses, only to find that it still wouldn't shoot straight.

I've got a good tip for people who like to see action replays of what they have done on computer games, if you connect your computer up through a video recorder (put the computer aerial lead into the antenna socket of the video), then you can record your actions onto video cassette and play them back using any of the video recorder's facilities like slow motion, pause etc. It's great for seeing the near misses and great saves in *Microprose Soccer*.
Leigh Payton, Dudley DY3 3ES

●Sorry to hear about your dodgy lightgun, Leigh. They do tend to be unreliable devices: Robin was aiming his and managed to change next door's TV channel — I don't think there was anything wrong with the gun, however!

More seriously, Commodore (and Virgin) have constantly promised to send us review copies of their lightgun efforts without ever managing to actually do it. From your experience one can see why.
LM

DRIED UP OCEAN?

Dear Lloyd
It pains me to write this letter as it's about the bad side of Ocean software.

What has happened to Ocean Commodore 64 games this year?

It all started back near the beginning of the year when Ocean released *Chase HQ*. They had a wonderful licence to produce a good game from but they just wasted it away with Spectrum-esque graphics and slow playability.

Then later on came *Adidas Championship Football*. Although I didn't play the game myself, I saw your review (Issue 64) and it looked pretty naff.

Then, recently, there was *Shadow Warriors*. Not bad, the best out of the Ocean 1990's range so far, but still lacking Ocean's normally top-notch quality.

Personally, I think that the Amiga and ST are to blame (no offence, 16-bit owners). With Ocean busy making games for the Amiga like *Lost Patrol*, *Ivanhoe*, *F-29 Retaliator* etc, I can't help but feel that C64 games have suffered as a result of their production.

For a software house who turned out so many great games last year such as: *Rainbow Islands*, *Untouchables*, *New Zealand Story* etc, you'd expect more than three games that have scored under 60% in the brilliant ZZAP! this year.
Yours disappointedly
David Reynolds, Southport PR8 4PL.
PS. I just hope to God that *Midnight Resistance* and *Sly Spy Secret Agent* show some improvement.

●Yes, Ocean haven't really been up to form with their recent C64 releases. But maybe when your usual standard is as high as theirs it's hard to keep up. Hopefully, their Christmas releases will put matters right. **SCI (Chase HQ 2)** ***and*** **Puzznik** ***are great, while*** **Navy Seals** ***looks very promising indeed.***
LM

HANDY CONSOLES

Dear Lloyd
I have just bought your ZZAP! mag number 64 and think it's great. I get ZZAP! as often as I can. Since I live in a far country I like the report you did on the Atari Lynx and the Nintendo Gameboy. I just have to ask you some simple questions:
1. Does the Lynx have as super sound and music as the Gameboy?
2. Do the sprites on a screen on the Lynx move smoothly or are they jerky?
3. Do you think the following games have a chance at being released for the Lynx: *Shinobi*, *Rampage* and something like *Super Mario Land*?

I would just like to say a few things about your brilliant super, utterly fab magazine. In Saudi Arabia we get ZZAP! for 23 Riyals (£4). Your magazine relies on quality (which knocks out a lot of other mags) rather than quantity. My friends and I always look forward to ZZAP! I am an Amiga owner who is planning to get a Lynx. The reviews in your mag are superb but what ever happened to the conversion factor?

I would just like to close off by saying will you please please please print this.
John Haasl, Jeddah, Saudi Arabia.
PS. Hi to Nick, Tim, Carl and class U4CR.

● **1.** *The £179 Lynx's sound isn't quite up to Gameboy standard but it's not bad.*
2. *They move very smoothly although, as with all LCD displays, fast movement causes some blurring. Comparing the Lynx's graphics with the Gameboy's is like comparing an Amiga to a ZX81!*
3. *Probably not, definitely, possibly. Unfortunately Atari PR is chronic, they don't send any review games out to mags like Raze, crippling publicity, and the software release schedule is slipping. Apparently the Lynx has flopped in the US and a smaller, truly handheld version is planned. Incidentally the £70 Gameboy has finally been officially launched in the UK but high street support is currently unclear.*
LM

PC OFF!

Dear Lloyd
I thought ZZAP! was a Commodore mag. It's totally wicked. But you don't say anything about the Commodore PC. Why don't you buy one, they've gone down in price.
Most of the other mags review PC games. Why not you?
Do PC games come in hard or floppy disk or both?
Oh yeah, why do all the comp winners come from Surrey or the Midlands.
Scott Ryan, Nazeing EN9 2LS.
PS. Is the IBMPC the same as the CBMPC?
Are they compatible?

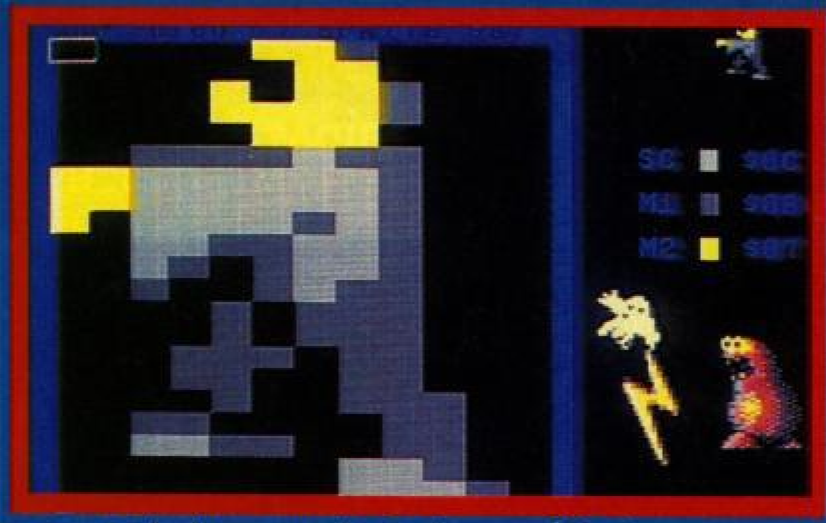
●Uhm! ZZAP! 64/Amiga/PC? Are you serious? Have you heard a bleeping PC or seen its 'wonderful' palette and sluggish graphics? A basic PC almost makes a Speccy look good, while uprating it to Amiga standard (or beyond) costs thousands and there's hardly any games. And think of the coverdisk arguments!
LM

★ And finally tonight, it's one of those fluffy animal stories. Derek the Ballroom Dancing Donkey has died, aged 72. Derek was known best for his role as the stunt double of Patrick Swayze in 'Donkey Dancing'. Alan Titchmarsh said Derek's unique talents would be sorely missed, especially by his rhubarb patch.

Thank you and good night... and keep those animal stories trotting in to *Newsfield, Sir Alistair Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.*

CREATURE FEATURE

Here it is, the conclusive Creature Feature. It's been six months since the first instalment and we still haven't figured out the picture behind this text yet! Anyway, wiping a sad tear from our eyes, we'll get on with the diary. (Boohoo, dob, weep, wimper etc etc)



★ Steve Rowlands's scary graphics for the graveyard level.

MONDAY SEPTEMBER 10TH

John: Dave 'no — not on my car' Birch phoned today asking for a 'self-running' demo of the Torture Screen, so that it can be left running at the CES show. So, I had to stop work on the game and code the demo. The best way to get Clyde running around the screen trying to complete it was to have a few pre-recorded patterns for him. So all I had was modify my 'read joystick' to store the directions in a memory table.

Steve: My quest for perfection has continued, this time the music for Clyde's death had come under scrutiny. Not that there was anything wrong with it, it's just that the new piece is much better and sounds a lot more cute.

I have just had a good idea for the graveyard level which is to make an alien out of characters and sprites. The large body of the alien will be made out of characters from the level character set and the head will be a sprite with bullets firing out of his mouth; when the head explodes there will be the remains of the neck left behind.

WEDNESDAY SEPTEMBER 12TH

John: Spent most of today preparing demos for the CES show tomorrow. I've finally finished the 'lily pad' routines for the first level. Andy Smith suggested that once Clyde has fallen down the waterfall he should be able to go back underneath it. After I'd stopped crying with laughter I sat back and thought about it, hmmm — why not? A little modification to the map and lily pad routines and now he can. Started thinking about the hi-score entry screen today, and came up with some pretty good ideas.

Steve: After finishing the character-and-sprite alien on the graveyard level I needed some inspiration for some more ugly, smelly, decrepit, spooky kinds of aliens. After observing John for a few minutes and realising that I couldn't put anything that ugly, smelly, decrepit and spooky in the game, I loaded up some old games that would hopefully help me. After playing the games for an hour when I should have been observing types of aliens, I had got nowhere, except for a basic idea that I had at the start. This was to have some sort of spooky ghost floating around above the graveyard, intermittently firing out a bolt of lightning.

SEPTEMBER 13-16TH: CES SHOW

Wot a show! So what if we're absolutely knackered? — it was fun. We saw the 'Creatures Bugs' for the first time (the cute furry bugs that we suggested could be used to promote the game) and spent half the time going through the boxes looking for the best colour schemes. The bugs went down well with everyone — when we started throwing them into the crowd they went mad, and at one stage were quite literally ripping the stand down for them! Must say a quick 'hi' to the following people... Andy Smith, Dave (Mr Ice), Carol (thanks for the warm lager, Mother), Richard, Jackie, Rob, Stu, Andy Roberts, Pieter (no more sweets!), Miles (thanks for the demos and Amiga book), Ole (we've received the interview — the photo's great), Bjorn, Stein, Jason, Marc & Sean (thanks for the music demos), Jens Christian (hope the photos come out), Mario, Stavros and 'everyone who came and chatted to us at the Thalamus stand'.

TUESDAY SEPTEMBER 18TH

John: Most of this week is going to be spent preparing a demo for Sega. So I've been going through my code looking for any bugs and have been tweaking the game slightly. Instead of the aliens flashing white if they're indestructible, they now flash white if they are destructible. Also started a routine which fires bullets from aliens, and in the process found a bug in my 'alien type' routine. Aliens of the same 'type' share a hit count and explode together (useful for multi-sprite aliens). Only problem is not all of the sprites explode, which ain't impressive!

Steve: Well, the whole day was spent working on the first level map which was completely borrrring but it has to be done. The first map is actually finished this time and I've now started the second level but unfortunately I'm having problems with certain sections in the map. So it's time to load up the character/block editor to design the certain blocks and characters needed for making the map look extra good.

THURSDAY SEPTEMBER 20TH

John: Finished the alien bullet code, and have tested it on one of Steve's aliens — namely a hot air balloon. As I started adding alien patterns I though I might as well carry on and create a few more. While adding rats, blobs and piggy-back creatures, I noticed the score wasn't adding up properly. Why? I don't know, I only coded it (hold on — that's the reason!). Anyway, once I fixed this and I'm going through the level testing, I'm starting to think that this is a tad on the hard side. We decide to add an 'extra-life pickup' facility to make the game a smidgen easier.

Steve: I'm continuing with the level two map and it's definitely better than level one. Level one's waterfall was good, but level two's is about one-and-a-half screens long. I've been a little bored doing these maps so I think I deserve a welcome break; some music is in order. I've been working on this music and it's turned

out real cute, it will probably be the level loading music as the memory is quite low at the moment, about 300 hex bytes.

SUNDAY SEPTEMBER 23RD

John: Whilst showing (off) some of the new creatures on stage one to Andy Smith I noticed yet another bug which screwed up the movement patterns of some aliens if others were shot, but I didn't have the slightest idea what was causing it.

That's right — it's 'MASSIVE BUG' time...

Phew, I'm shattered. I've been working on this bug for eight-and-a-half hours and it's now early Monday morning. But it's done, and all because the label '!B' was three lines too low.

Steve: Pausing one moment from the music, I designed two score sprites, 200 and 500, which you receive when you kill a really difficult alien. Back to the good old music and as usual I was working on the level loading music but got carried away and branched off onto another piece which is also pretty damn hot and will, when finished, go in as game loading music. There is one thing I try to get away from when writing new music and that is always having the same instruments.

TUESDAY SEPTEMBER 25TH

John: I started another Torture Screen today, by ripping out all the code I don't need from the previous torture screen (eg specific animation routines) and leaving in ones I will need (eg level complete routines). If all goes well it should turn out better than the previous one. As Steve has already done 95% of the graphics for it, it shouldn't take too long to finish coding it. The one on the Megatape took about four weeks to do, including all the universal movement and animation subroutines, level complete routines etc. I want to get this one done in two (wake up John, wake up).

Steve: This morning I was working on the second level maps for a few hours, but when John had given me the first level alien map editor I started doing them. The first multi-sprite alien in the game is the balloon monster which has a technique used to make the hanging basket look more realistic. There is also the piggy-back monster in the level now: you may find it a bit hard to get past at first but it is all in the timing of the bullets. With all the aliens so far I have found myself using a lot of Mixy-cols and to good effect I might add.

FRIDAY SEPTEMBER 28TH

John: I came up with the idea of starting some music when the time limit reaches 15 seconds, therefore warning the player. It's sort of 'hurry up' music, a bit like the music on 'Countdown' (Channel 4). Obviously none of the time limits for the levels have been set yet, but we'll get a load of our mates to playtest the game and finalize the times. It's no good just us playtesting the game as we've been playing it for months and are therefore quite good at it (well that's the theory), so we have to get a selection of people to play it, and give us their opinions and suggestions.

Steve: I was doing the alien maps on level one until John interrupted me and asked, pleaded, begged for some music to go with the 15 second warning. To make the music sound like a hurry-up it steps up the pitch every second until you die, and all this in 68 hex bytes. So after that it's back to the aliens and then some work on the second level map which gets better and better. After putting the timer music in the game and hearing it for the first time in its actual place we both thought it could do with adjusting. So I stop what I'm doing again to make it better and save 4 bytes in the process.

TUESDAY OCTOBER 2ND

John: Since the start of the game, there's been a nasty little bug to do with the colour update on the scroll. Once every screen there's a heavy increase in processing time for the colour scroll, but unfortunately it's not fast enough and as a result, a nasty 'flickering' occurs at the



bottom right of the screen. For months I've been meaning to fix it, and now's the time. In the end it only took 20 minutes, and improves the feel of the game a lot. We've started to plan the title sequence and the game complete sequence. With 21K for the latter, it should be quite impressive.

Steve: Work on the second level background maps stops once more as we are putting together half a dozen demo disks for Dave to show various people for various conversions. Before I can continue with the aliens on the first level I need the new game code. The version of the alien editor I have doesn't let Clyde jump around on the lily, it just locks up. So until John sorts it out I'll be back on the second level map and starting the third level maps. This also means designing new aliens for the new levels but I can cope with that.

THURSDAY OCTOBER 4TH

John: This is the first time I've worked on the torture screen since starting it a week ago, and I've got a hell of a lot done. All the character animation routines were done today, the acme jack, see-saw, cannon etc. Tomorrow I'll overlay the required sprites and animate them. Just a quick thanks to Miles Barry whose been sending us dozens of demo/utility disks since the show.

Steve: Even though I had done a lot of the torture screen graphics already, I still needed to spend a lot more time working on a few new ideas that we had thought of while John was coding the screen. We had put a blob-type alien with feet near where you start, and when you shoot it it rolls towards you and then back again. The characters and window have been changed drastically and a lot more detail has been put onto the background now that it is in a near finished state.

MONDAY OCTOBER 8TH

John: The Torture Screen is very near completion, with only the death code for the fuzzy to be rescued to be added. It was originally going to be a swinging blade suspended from the roof which sliced the Fuzzy open. But we decided to change it, going for something a little cuter (and sicker). We're not going to mention what it is as it's a surprise!

Steve: Back to the levels and I think the background maps on the graveyard will be next, but first I'll have do all the characters that will be used for the 'get ready' scrolling map. With most of the fronted code, graphics and music done, and a lot of the levels completed, the game is quickly approaching a reviewable state. *Creatures* should (fingers crossed) be released within the next month.

***Creatures* has been created with help from the following: Dave 'silky' Birch and his extended deadlines (and loadsahype), Andy Smith, the ladz at ZZAP!, Andrew Roberts, Miles Barry, PDS, JMJ, TOTS & Hollywoods, Bud. & Tennent's Super and, of course, the discovery of Fuzzy Wuzzies... remember, Clyde needs YOUR help!**

★ A misplaced Clyde stares out of the screen on load one.



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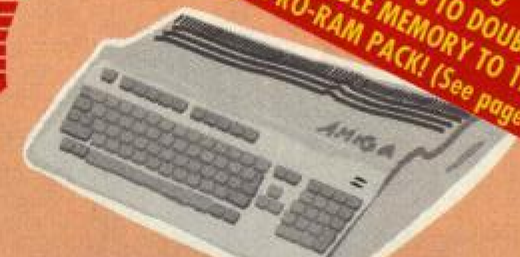
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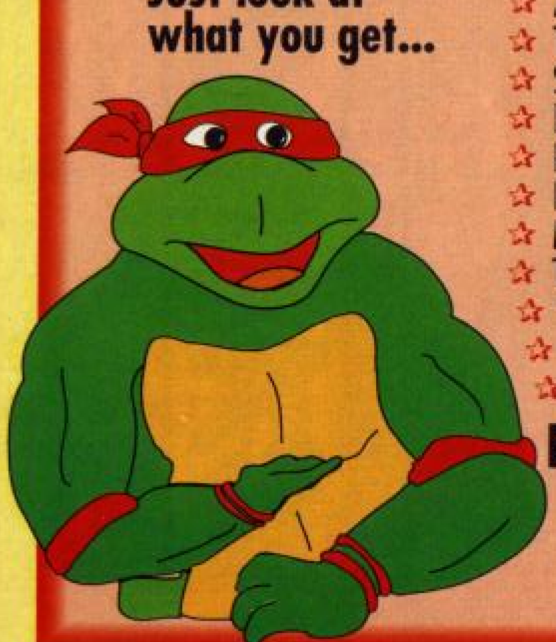
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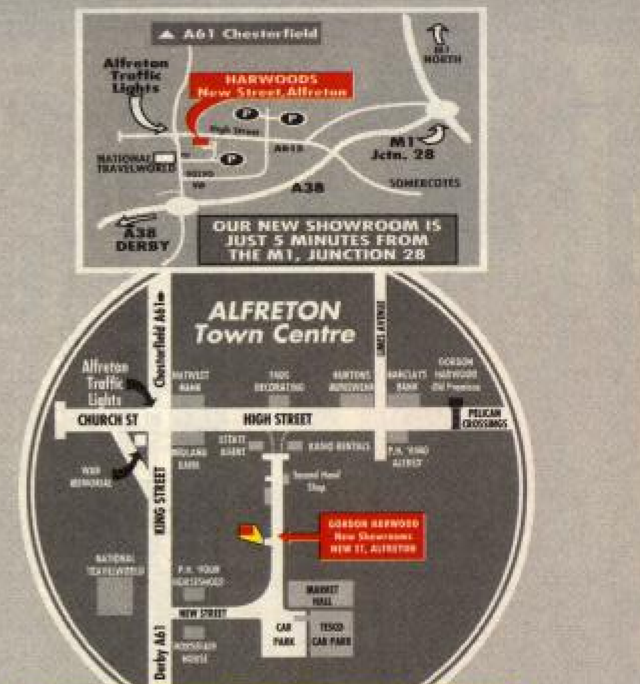
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SIZZLER

LEGEND OF FAERGHAIL

Rainbow Arts/Reline, Amiga £29.99

Well, well, this is a bit a dark horse. To my eternal shame, I expected it to be a run-of-the-mill, insipid piece of dross. In fact, *Legend* turns out to be a very respectable RPG that includes many carefully planned features, quite a large chunk of common sense, novel characteristics and a few new glossy bits.

Arriving on three disks, complete with a manual that includes 95 English pages, the plot of *Legend* has you as the warrior to free the poor elves who are under the cosh from the forces of evil. It seems that the normally peaceful elves have turned violent. Find out what's happened.

Firstly, a few figures. The world, set within a medieval atmosphere, is split into two by a mountain range. You wander around it using a first-person perspective. There are eight dungeon sectors, each with at least four levels (each level containing 1200+ rooms).

Character creation is enlightening in that female characters are recognised as stand-alone figures. Female clerics have higher wisdom than males. Also, although males have higher hit points (via strength), females have a higher constitution. Character design lies within that common sense I mentioned. Born intelligence, for example, cannot be changed. Good point this, and a very obvious one ignored by many other companies. Magic is handled well in so much that you have a daily quota of hit points — reflecting oncoming weariness, no doubt.

Character races restrict their respective careers. Dwarves, for example hate magic. Also, characters have distinctive skill (eg elves make good archers) as well as different alignments (good, bad, lawful etc). The manual is very well written, displaying a nice vein of humour and descriptive character summaries. Barbarians, for example, 'detest all kinds of magic and other "funny things"'. Which successfully conveys their simple way of life, their ignorance and distrust of magic and other 'non-physical' aspects of life.

Some of the more novel aspects of *Legend* are the Careers including the Blacksmith (a 'walking workshop'), Illusionist, Monk and Healer (female-only, incidentally), as well as one or two interesting skill abilities such as picking pockets, negotiating and stalking.

One of the best features in the game is the wide range of languages available: there are eight in all ranging from Animal to Orc. Those proficient in a certain language can obtain information, trade, prevent conflict or encourage a monster to change sides and fight for your party! Training in towns increases language proficiency although training in anything is a hit and miss affair, depending on other factors such as the level of concentration (another nice addition) your character has.

The novel features continue in the dungeons where, if a character fails to pick a lock, another character can break the door with physical force but, and here's the good bit, is liable to injury. Which makes sense. As does the fact that weapons and armour can be damaged in combat — although the blacksmith can repair them. During dungeon combat you can 'lure' monsters away from you if you wish to retreat, by leaving bait.

Combat introduces a three-line attack. The further forward the character is, the more damage it does but the more prone to attack it is too. The rear line is handy for spell-casters to concentrate on offensive/defensive spells. A small overhead view of the combat is shown. Users with expanded machines will see a mini animated sequence of each individual character skirmish. The good aspect of encounters is that you can back away from all of them. Handy because they appear frequently.

Presentation is excellent. The graphics are good but it is the way they is implemented, along with the spot sound effects, that makes the difference. Walk through a forest and hear a crow cawing and the crunch of your feet through the undergrowth. Walk in a dark castle and hear the rain pouring down, your echoing footsteps upon the damp, wooden floor and see the room light up momentarily during lightning bursts. Great stuff.

Legend Of Faerghail is a cracking RPG that, while not having the true role-playing finesse of the later *Ultimas* (ie minimal combat, lots of interaction), introduces a few tricks of its own that even they do not include. Well presented, atmospheric and intelligently designed, *Legend* is an essential purchase for all RPGers.



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THE IMMORTAL



Electronic Arts, Amiga (1 Meg only!) £24.99

Taking an isometric viewpoint, Electronic Arts' *The Immortal* is a tale of swords and sorcery, of intrigue and joystick waggling. But most of all, it's about having 1 MEG of RAM. Either you have it — or you skip to the next review.

Basically, you play a wizard out to save your old master. He's trapped at the bottom of the multi-floored labyrinth. To get there you'll need to battle monsters, solve puzzles, sort out your friends from your enemies, juggle your inventory, dance around traps and catch a few zees in-between.

You control your wizard character with a joystick, moving all eight directions of the compass. Fighting recalls those sordid beat-'em-ups us cerebral types spit on (ain't that right kids?). Thus push the stick forward to jab, to the side to parry and so on.

Pressing the space bar brings up your inventory. You'll find lots of items during your travels, spells, gold, etc. It is here that spells are initiated. Move the cursor onto a spell scroll, press fire and you'll hurl a fireball (that can bounce off the walls for deflection shots, incidentally). Completing a similar action on any other object either prepares, uses or drops it. The design of the inventory is neat, efficient and speedy.

Sound effects are good, although I did get bored with the background song pretty quickly (there is an option to turn this off, though). The graphics are detailed and the animation is delightful. The designers have really taken heed of human motion.

Puzzles are varied, non-linear and, on occasion, real-time with a time-limit. Thankfully the manual is very helpful, giving hints and tips to get you into the atmosphere of the game. The plot is also intriguing. It twists and turns, as all good plots do, so you think you've got the game sussed only to find it'll spring a surprise upon you. For this reason, in addition to the puzzles, I'd recommend *The Immortal* to adventurers.

The only problem I encountered was with the combat section. When the wizard character changed his orientation/direction the action commands tended to change orientation with him. Of course, with practice you should come to grips with this but I felt the confusion unnecessary.

Gripe apart, I wholeheartedly recommend *The Immortal*. It's a classy product, breaching many gaming categories. Both adventurers and arcade fanatics will enjoy this one.

ATMOSPHERE
81%
PUZZLE FACTOR
80%
INTERACTION
72%
LASTABILITY
81%
OVERALL
82%

KING'S BOUNTY

New World/US Gold, C64 £19.99 (disk only)

Arriving on one disk with a 63-page manual (plus a poster), *King's Bounty* is a cross breed of RPG and Strategy. King Maximus has had his Sceptre of Order stolen by a bunch of villains. You have to retrieve it for him. Why? Because the Sceptre unites the four continents and without it chaos rules! (Or should that be '!!!')

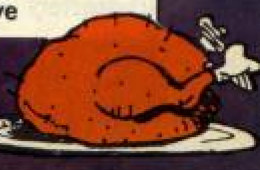
Before you play the game you'll need to make a play disk. This is just a matter of copying side B onto a blank disk. The play disk contains one character and one world (the creation of which is a lengthy process — a suitable time for a brew-up, I reckon). So, after loading you only play from the play disk. Good, because it cuts down the risk of your master becoming damaged, especially if you're like me, ie too lazy to usually make master disk backups.

Back to the heat of the action, now. The first decision to make is the choice of your character (Knight, Paladin, Sorceress or Barbarian). Each has its own specific advantages and each will increase its stats once the villains are being caught. Character stats are varied. Besides your name you will find headings for: Leadership (your ability to control your troops), Commission (the weekly income provided by the king needed to recruit troops etc), Gold, Spell Power (the level at which your character can cast spells), Max Spells (how many you have), Villains Caught, Artifacts Found (increases your income and score), Castles Garrisoned (gained after a successful siege with weapons such as catapults)

You'll need an army to fight the rising hordes, though. Cash will be needed to recruit extra men, magic-users (an increasingly powerful and useful group), monsters etc. There are 25 different categories to choose from but you are only allowed five different types in your army directly under your control. Any more will be added to your current icon/army out of your direct influence. There are a range of stats that you can examine regarding your army. They include race, hit points (individual creatures will die off as the hit point level lowers), skill level (the troops' efficiency), movement rate (the amount of actions available per turn), total damage possible, morale and weekly cost for each group.

The latter is a major incentive to increase your income by any available means. You can do this by finding treasure chests that are scattered throughout the world (you can trade the cash for leadership points, though). Finding useful objects will increase your income given to you by the king. Also, defeating enemy armies will rake in extra plunder.

The core of *King's Bounty* rests upon contracts received, whilst in one of the many towns, to nab a villain. Catch him and you get a piece of a map (there are 25 in all). Catch them all and the map will tell you where the sceptre is — there is a time limit on the search though. Speaking of maps, there is a handy automap option that traces the land that you have



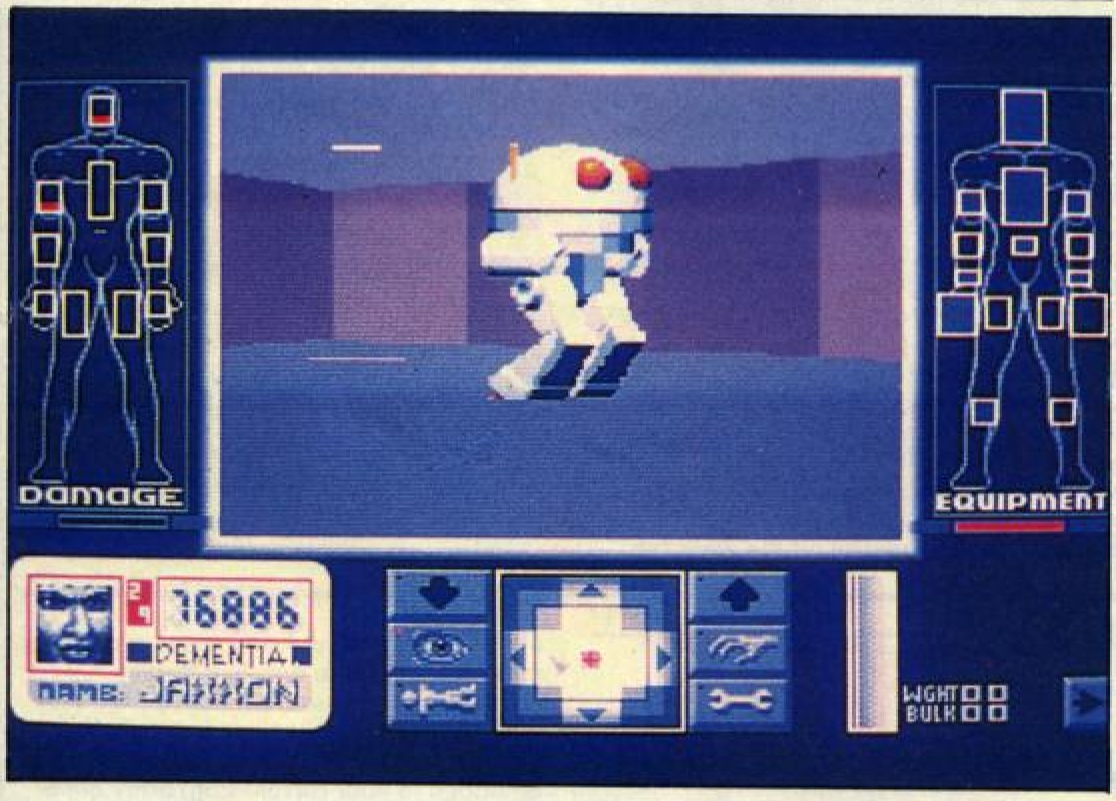
encountered. This is a very useful utility that saves time by stopping you running around in circles in your desperate search for the sceptre.

Your viewpoint is a pseudo-look down view giving a 3-D effect. When you meet a wandering monster you launch into the combat, raised side-on view. Each monster type (yours and the enemy's) is represented complete with the total number of each. Each monster then takes his turn in striking the opponent. Although the emphasis of *King's Bounty* is placed upon the combat it is a lightweight affair with no real tactical problems. Most of the thought going into recruitment and organization. Graphics are pretty without being stunning and sound is nothing special.

Although a rather simple design, *King's Bounty* does have many interesting features that make it pretty addictive. That element, along with its high replay factor, makė it a recommended buy.

PRESENTATION
83%
GRAPHICS
77%
SOUND
71%
HOOKABILITY
82%
LASTABILITY
83%
OVERALL
80%

CORPORATION



Core, Amiga £24.99

Corporation has you in the guise of a Zodiac agent (espionage a specialty) in the Libra chapter (signifying balance). The latest area of Zodiac interest is UCC, famous for its range of robots used in the home, industry and in agriculture. News has reached you that, via biogenetic research, UCC are developing the ultimate killing machine. This must be stopped. However, such is the delicate nature of the problem and the importance of UCC to the planetary economy, the matter must be dealt with in a subtle manner. You must infiltrate the corporation complex, therefore, and remove the embryo which will herald the arrival of the killer. Only then will UCC be persuaded to desist from this crazy research scheme.

Seen in a first-person perspective, *Corporation* includes some interesting natural light effects, 'realistic' movement (characters 'roll' when they move instead of gliding, and turning can be achieved on a curve instead of the usual 90 degree turn). Monster animation is smooth and the graphic and aural quality is very high.

Character selection (male, female, android) includes a variety of abilities (strength, dexterity, etc) and skills (combat, mechanical, etc). After character set-up you choose weapons and equipment such as armour, bionic arm, gun, gas-mask, medi-kit etc.

I tried hard to like this game but failed. The whole project appears to have had a great deal of effort poured into the graphics and presentation and little into the rest of the game.

For a start I hated the 'realistic' movement. It is a gimmick; there's certainly nothing realistic about it. Well, are you aware of rolling from side-to-side when you walk? Are you conscious of swinging around corners? No, I thought not. You do these actions subconsciously, of course. I found it very off-putting.

Also movement control is poorly implemented. Core have attempted to squeeze every directional command into a very small area which leads to confusion as you find yourself disorientated due to a slip of the mouse pointer. Couple that with the fact that you move faster the further away the mouse pointer is away from the directional indicator and it's fun and games all the way.

I found it nigh on impossible to quickly duck into a doorway after spotting a monster walking down the corridor. I needed to stop, think, carefully position the mouse pointer, forward a bit, no a bit to the side, okay turn slowly left and... oh, I've died (another gripe — you die too often).

Great. A long learning curve for the interface — all I wanted to do was to play the game!

But then there's not that much to do in the game once you're into it. Kill lots of slow, lumbering monsters and do a few bits of simple manipulation. The character stats do not appear to do a lot so the role-playing element is out. The puzzle factor is very low so adventuring is minimal. What you're left with is a simple shoot-'em-up with brilliant graphics. Shame.

ATMOSPHERE
81%
PUZZLE FACTOR
58%
INTERACTION
31%
LASTABILITY
56%
OVERALL
62%

BAT

Ubi Soft, C64 £19.99 (disk only)

BAT (The Bureau of Astral Troubleshooters) is an RPG from French software house, Ubi Soft. You play an agent of BAT, on the trail of the dastardly Vrangor and his accomplice, Josua Munewski. Vrangor, being a rather unpleasant psychopathic chappie, has threatened to blow the planet Selenia to Family Size pieces. You must, of course, grab a large gin and tonic... erm, no actually you must pursue and nab the little squirt.

Control is totally joystick-driven using icons and menus for command choices.



Creating your character is the first task. Competentaces (attributes) and skills form the meat of your character. The former include Perception which helps to develop your principle senses. Thus, you will be able to avoid surprise attack or being killed via poison with a high perception count.

Skills or aptitudes are many. Notable amongst the 14 categories is Evaluate (this unusual skill will give you the ability to study and determine the real nature of many situations that may otherwise fool you), Vigilance (on your guard) and Psychology (knowing how to approach and contact individuals). All of these, and more, characteristics are novel and admirable. However, I am convinced that their inclusion is nothing more than a gimmick. I'd like to know just how Ubi Soft have been able to quantify the likes of 'Vigilance' and 'Evaluate' and how each rating affects the actual game. I fear that these categories are rather too subtle and advanced to be noticed in the rather simple game design that *BAT* has. Especially as the game does not include a full interaction system, only a few staid menu choice questions.

The method of movement and interaction is via the joystick pointer which changes its shape when over specific areas of the screen. Placing the pointer over a character may bring up a speech bubble, for example. An exit (to another graphic screen) turns it into an arrow and so on. Clicking on these 'action' areas may bring up an additional menu. For example, you will need to eat and drink regularly. Selecting 'health' from a menu pops up a daughter menu with the eat and drink options. A tertiary menu suggests the item to be eaten/drunk. Menu and icon design is pretty logical and easily learnt.

Speaking of eating/drinking. There is far too much of it! Every ruddy five seconds your character complains 'I'm hungry/thirsty.' You'll find yourself constantly interrupting play to run down the menus to select food or drink. This becomes a complete pain. Especially as you can only carry so much food and drink, so you'll need to ferry the stuff to and fro to survive. This one factor accounted for the majority of my game deaths as I starved or died of thirst. Frankly, the designers should have made this area less important or, better still, redundant.

Speaking about gripes I became confused, all too often, as to which arrow moved me to what area. I often found myself moving to the wrong area, moving back to the original screen and selecting the correct direction. A bore on the C64 as the graphic screens take time to load from disk.

Then there is the programming section that allows you to create mini BASIC-like programs. It is full of commands (IF, WARN, RESTART), parameters (ROBOT, HUNGRY, NORMAL) and messages. Presumably included to speed up the gameplay. I think. Actually, I wasn't quite sure as the manual was pretty poor explaining as to why I needed this feature, what benefits it would bring, where I should use it and how I should use it (the included explanation was too short). Examples were too few and far between, too.

On the positive side, graphics are well presented and the background music is pretty good. Spot effects are minimal, though. Overall, I found *BAT* a good example of French software. Full of promise, good graphics and sound but suffering from poor interface and game design.



ATMOSPHERE
72%
PUZZLE FACTOR
65%
INTERACTION
71%
LASTABILITY
60%
OVERALL
65%

BATTLEMASTER



PSS/Mirrorsoft, Amiga £29.99

This novel game attempts to combine tactical and arcade elements, thus crossing gaming boundaries and pleasing everyone. Arriving on one disk along with a 24-page manual and a glossy, well produced map, *Battlemaster* asks 'a hero' to settle the lands and end the chaos. You have to conquer one small piece of the gameworld before moving onto the next piece.

You do this by controlling a central character in a top-down view. Other men of a similar race/type can be bought and added to your personal army. These men follow you around like sheep (although they can be ordered into different tactical formations: wedge, line etc). Weapons can be toggled from range (bow and arrow) to melee (sword). A variety of other weapons and armour are available.

Apart from killing all and sundry, you'll encounter very simple 'puzzles' (find the key for a locked door, throw switches to open secret passages etc). The game is biased towards action giving it a *Gauntlet* feel. This arcade action is fast and furious, providing no real tactical options even though the game suggests this. In fact, the formation option is largely dormant as a result.

I am rather disappointed in the program's design from the user's point of view. The game takes no heed of extra memory (which is increasingly common these days), makes some horrible loading noises that furrowed the brow and must reload from scratch every time you get killed (groan).

Battlemaster has too little depth with too little tactical meat to be considered by anyone but *Gauntlet* fanatics, who would, in turn, be disappointed with it as a true arcade game.

PRESENTATION
82%
GRAPHICS
78%
SOUND
61%
HOOKABILITY
58%
LASTABILITY
52%
OVERALL
58%





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F/A-18 INTERCEPTOR

● EA Star Performer, Amiga £9.99 (Rerelease)

Of the first lot of Star Performers *Interceptor* definitely got the biggest 'oooh' rating and deservedly so. For a penny short of £10 you get a classic flight sim from the early days of the Amiga, once *the* game for showing off your machine. It says a lot for the state of flight sims today when such a golden oldie can beat nearly all others for slickness.

In it, you take command of an F-18 or F-16 and defend an aircraft carrier from MiGs, intercept stolen aircraft, protect Air Force One from enemy attack, rescue a downed pilot, plus a mystery mission or two. Seven missions isn't many, but each one poses a different challenge to test all areas of pilot skills. The sense of satisfaction when you complete a mission is great. There's even a realistic requirement to complete a carrier landing before being allowed into combat, and thankfully a Save-To-Disk option.



The graphics don't have much extensive detail and can't match *Retaliator*'s high quality although the external views are still impressive. There's plenty of speed though, little sign of anything slowing down when things get busy: this game has aged extremely well! Get *F/A-18 Interceptor*, **take to the skies, turn up the volume, hit the afterburners and enjoy!**

OVERALL 93%

MACADAM BUMPER

● Players, £2.99 (Rerelease)

Yes, it's another flippin' pinball game. And this one's so old it missed a ZZAP! review. Now, how do I describe the gameplay? Erm, well it's sort of pinball-ish with pinbally overtones! You know the score: stop the ball from going out of play by flipping it with your flippers. You can also tilt the table left or right to subtly alter the path of the ball — but don't do it too much or your flippers'll stop working.

The main difference with *Macadam Bumper* is that it incorporates a table designer. Using this you can stick loads of bumpers and flippers etc on your table, even decorating it with your own line drawings. Tables can be saved for later use (there's only enough memory for one table at a time).

Unfortunately, I found the designer very cumbersome: selecting and moving everything via cursors, it takes ages to create a decent table.

As for the 'action' it's mindnumbingly boring with a total lack of any exciting special features; almost as bad as the pathetic, Spectrum-emulating graphics and beepy sound. Players must have totally flipped to bother releasing such a load of old... pins.

OVERALL 26%



OUTLAW

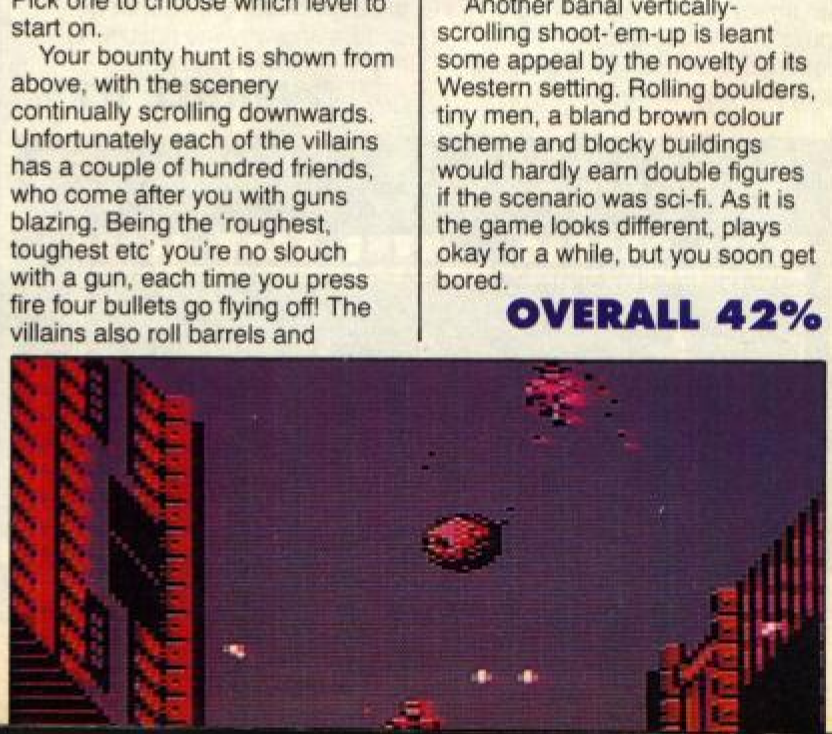
● Players Premier, £2.99

You're the 'roughest, toughest bounty hunter that ever toted a shootin' iron,' but you're also the world's worst gambler and have soon lost all your earnings — and even your horse! So it's time to go back to work, and a visit to the sheriff's office gives you the identity of four 'of the ugliest, meanest and deadliest varmints in the West.' Pick one to choose which level to start on.

Your bounty hunt is shown from above, with the scenery continually scrolling downwards. Unfortunately each of the villains has a couple of hundred friends, who come after you with guns blazing. Being the 'roughest, toughest etc' you're no slouch with a gun, each time you press fire four bullets go flying off! The villains also roll barrels and boulders down at you, and some hide in buildings to snipe at you. Static barrels can be shot to reveal bonus items such as a heart (extra life), boots (speed-up), rifle (longer range shooting), shield (short-term invulnerability), dynamite (smart bombs) and ammo. Should you get all four criminals, their boss will come after you...

Another banal vertically-scrolling shoot-'em-up is leant some appeal by the novelty of its Western setting. Rolling boulders, tiny men, a bland brown colour scheme and blocky buildings would hardly earn double figures if the scenario was sci-fi. As it is the game looks different, plays okay for a while, but you soon get bored.

OVERALL 42%



RUN THE GAUNTLET

● The Hit Squad, £2.99 (Rerelease)



The TV series now has a much better looking presenter, Alison Holloway (whoarr! — Rob 'look at those baps' H), but the rereleased game still has Martin Shaw hosting the all-terrain action. As on the telly, four international teams compete on land, water and mud.

There are three, basic types of event. The overhead-view Water Course requires you to steer your vehicle (hovercraft, speedboat, jet ski or inflatable) around some islands in a race against computer opponents and the clock. Side-on view, flickscreen Off Road racing features buggies, quads and supercats in a race round hilly, muddy tracks. Finally, there's overhead-view The Hill, an exhausting assault course requiring fast joystick waggling. There are also obstacles to jump over and a net to climb. In all event types your progress is impeded by random explosions and water jets. Points are awarded for the cumulative times for each set of events.

Back in Issue 49 the game got a creditable 80%. All three reviewers thought the graphics simple but well animated and effective. Randy appreciated 'fast and hectic' action while Gordo thought the game worked 'because there's a lot of different things to do.'

Indeed, the action is simple but playable (rather like CodeMasters Simulators). Unfortunately the multiload is poor — it would have been better if the event types had been loaded in a set order because as Gordo pointed out, 'You're constantly having to rewind and forward the cassette to find the section you need.'

Still, for a mere three quid you get plenty of variety. The game is more fun with two or more players: even though they can't play simultaneously, the competition makes it so much more interesting.

OVERALL 78%

PRISON RIOT

● Players Premier, £2.99

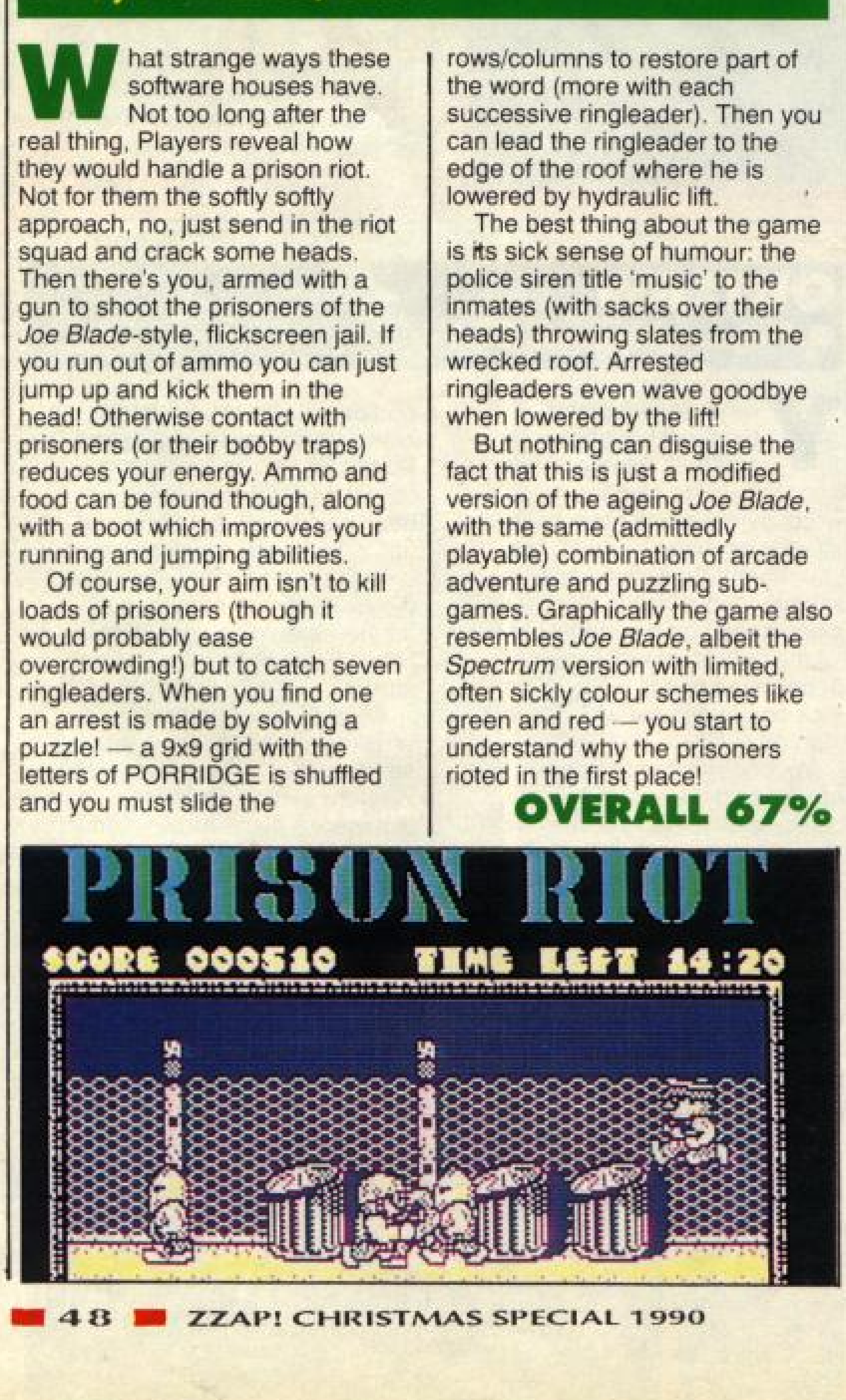
What strange ways these software houses have. Not too long after the real thing, Players reveal how they would handle a prison riot. Not for them the softly softly approach, no, just send in the riot squad and crack some heads. Then there's you, armed with a gun to shoot the prisoners of the *Joe Blade*-style, flickscreen jail. If you run out of ammo you can just jump up and kick them in the head! Otherwise contact with prisoners (or their booby traps) reduces your energy. Ammo and food can be found though, along with a boot which improves your running and jumping abilities.

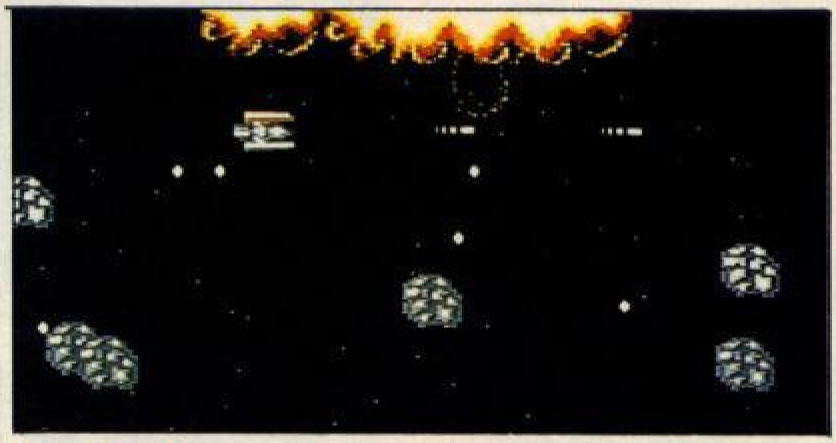
Of course, your aim isn't to kill loads of prisoners (though it would probably ease overcrowding!) but to catch seven ringleaders. When you find one an arrest is made by solving a puzzle! — a 9x9 grid with the letters of PORRIDGE is shuffled and you must slide the rows/columns to restore part of the word (more with each successive ringleader). Then you can lead the ringleader to the edge of the roof where he is lowered by hydraulic lift.

The best thing about the game is its sick sense of humour: the police siren title 'music' to the inmates (with sacks over their heads) throwing slates from the wrecked roof. Arrested ringleaders even wave goodbye when lowered by the lift!

But nothing can disguise the fact that this is just a modified version of the ageing *Joe Blade*, with the same (admittedly playable) combination of arcade adventure and puzzling sub-games. Graphically the game also resembles *Joe Blade*, albeit the *Spectrum* version with limited, often sickly colour schemes like green and red — you start to understand why the prisoners rioted in the first place!

OVERALL 67%





DELTA

● Kixx, £2.99 (Rerelease)

Earth is under threat from Hsiffies — 'nasty yellow, buck-toothed, slimy aliens, who cheat at poker and jump red lights.' They also want to blow Earth up, which is of course the classic excuse for a shoot-'em-up and Stavros Fasoulas doesn't let us down. The follow-up to *Sanxion* beams that horizontally-scrolling format into space and adds plenty of power-up weaponry.

A novel twist is that the power-up icons are lethal grey blocks which kill on contact — unless you've destroyed a formation or two. In that case some of the icons turn blue and can be collected. Speed-ups, multiple fire, protective satellite, shield and a time slow-down feature are all available to the thrifty, fast-acting gamesplayer. But don't get too attached to them, they all fade away after a set time!

Back in Issue 24 *Delta* won qualified support from the ZZAP! team. Julian Rignall raved: 'The graphics are superlative, the effects are stunning and the music is nothing short of amazing... you can't get much better within the horizontally-scrolling format.' Steve Jarratt agreed the programming was top-notch, but 'the gameplay... is a little on the weak side — learning the attack formations is essential but more often than not monotonous.'

The overall mark was 74%, which doesn't seem too unfair now. True there's 32 levels, some great Rob Hubbard music (which gets better later on), but memorizing the route is essential. Missing a power-up can often be fatal and while the graphics are good, including some impressive *Salamander*-style flames, they're not outstanding with primary coloured enemies. Nevertheless for shoot-'em-up fans this is a quality, if unoriginal product with plenty of variety. Robin loves it too, so worth a look at this price.

OVERALL 74%

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STRIKE FLEET
EA Star Performer, C64 £6.99 disk only (Rerelease)

The sequel to *PHM Pegasus*, *Strike Fleet* sees things get considerably tougher with a whole fleet at your disposal and ten missions set in hot spots around the world (protect the Falklands, take part in WWII Atlantic battles and conflicts in the Gulf — but what no Saddam?).

Armament on board the ships is suitably high tech with torpedoes, anti-ship/sub missiles, cannons and helicopters for aerial support — quite a neat military line-up really. It's a pity the enemy is equally well equipped with cruise missiles, Backfire bombers, subs and jets on their side.

Back in Issue 38 *Strike Fleet* scored a massive 96% with Julian Rignall ecstatic: '*Strike Fleet* is outstanding, and ranks as one of the best combat simulators of all time.' while Paul Glancey thought 'in the gameplay stakes *Strike Fleet* lacks nothing.'

Years later these comments still apply. The atmosphere of naval combat at commander level is superbly authentic with thrills and suspense to match. Tackling a dozen incoming Mach 3 missiles while engaging Soviet battle cruisers and hunting down a vicious Alfa hunter killer submarines all at the same time is *guaranteed* to get the blood pumping! Although sound is purely average and the graphics are basically functional, the plume of water when a shell drops nearby and enemy ship explosions are slickly done.

The sheer variety of tasks with each mission offers superb entertainment and unbelievable value for money. More often than not you're guarding vessels or aren't allowed to fire unless fired upon which makes for very exciting missions as suspicious vessels draw closer and closer, and when they start firing missiles it *really* gets exciting. *Strike Fleet* certainly won't attract the arcade crowd but if you tire of the single-vessel action of *PHM Pegasus* or want a change from fighter sims without losing out on challenge or depth then this is the one to go for. Still excellent value for money.



OVERALL 91%

POWERDROME
● Electronic Arts, Amiga £9.99 (Rerelease)

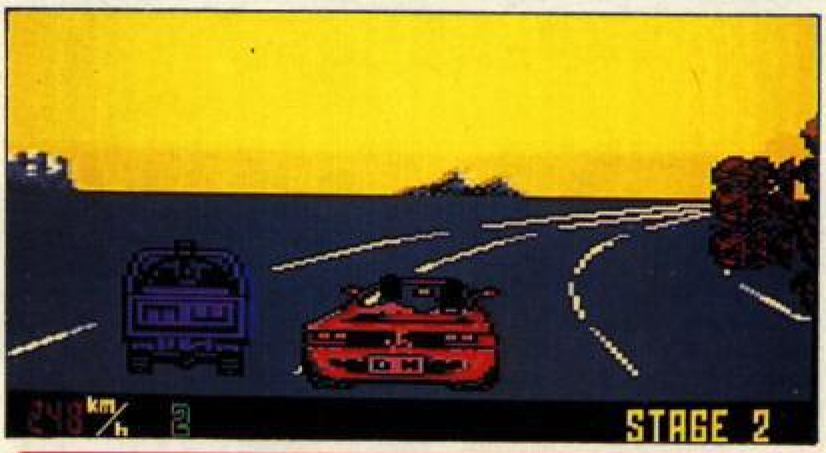
Powerdrome XXIV pits four of the Galaxy's best pilots against each other in a championship of six races, each set on different planets with varying gravity, atmosphere and weather. Your speed machine is a Typhoon flyer which can be modified with different aerofoils (the smallest makes for precise movement), Speed Brakes, Engine Filters, Fuels and Roll/Pitch Bias. You can also practise on a track, and choose the number of laps (5-50, a minimum of 20 for the championship). Once racing, the aim is to keep in front, going into the pits only to refuel and repair damage. Denting the nose cone degrades the electronics, so you could lose the rear-view, damage indicator and so on. Smashing up the wings reduces control, while overuse of afterburners can burn out your engines. If both engines are lost you'll have to be towed back to the pits.

Back in Issue 50 *Powerdrome* Sizzled, with Gordon Houghton raving over 'nice graphics, brilliant presentation and exhilarating flying.' Maff Evans agreed, 'The amount of options is incredible, allowing you to completely restructure the game... take a Typhoon for a spin today!'

Over a year on, *Powerdrome*'s 3-D graphics are less impressive, while control (improved over the ST version) is still quite difficult. The basic game simply consists of avoiding hitting the walls while going as fast as possible. The other ships appear infrequently and passing them is no problem. Arcade fans might thus become bored with it, but more tactical-minded players will love all the options and formidable challenge.

OVERALL 78%





OUT RUN
● Kixx, £2.99 (Rerelease)

Before *Turbo*, there was plain old *Out Run* which dominated the arcades with excellent graphics and superb atmosphere. The bestselling coin-op of '86 boasted an open-top Ferrari, nagging girlfriend and five different finishing lines, allowing the player to choose his own route. US Gold made it their big Xmas '87 game but refused to send out any review copies until after it hit the shelves. *Out Run* became synonymous with hefty hype and mediocre programming.

To avoid endless multiload hassle US Gold took out all the junctions; instead the game was divided up into five different routes. Each route is a completely separate game on the cassette. Julian Rignall thought 'one of the best features of the arcade machine was in picking a route. With this lost *Out Run* becomes just another race game.' Daniel Gilbert was also disappointed, 'Although very fast, the graphics are a touch on the blocky side.' The overall mark was 68%, 'a brave attempt' but lacking playability.

Three years later the game is still fast, and there's four different stages packed into a single load, but the graphics are lacking. The cars are unimpressive, while the horizon and side graphics are minimalistic and crude. The sonics are better, a choice of two tunes or FX, but the courses just aren't that big and graphic variety is low. As a consequence stage time limits are tight, so a mistake or two is fatal. *Out Run* is okay, but there doesn't seem much point to it with mini-stages, no junctions and basic graphics.

OVERALL 44%

BUDGET CRACKERS!

STRIKE FLEET
EA Star Performer, C64 £6.99 disk only (Rerelease)

The sequel to *PHM Pegasus*, *Strike Fleet* sees things get considerably tougher with a whole fleet at your disposal and ten missions set in hot spots around the world (protect the Falklands, take part in WWIII Atlantic battles and conflicts in the Gulf — but what no Saddam?).

Armament on board the ships is suitably high tech with torpedoes, anti-ship/sub missiles, cannons and helicopters for aerial support — quite a neat military line-up really. It's a pity the enemy is equally well equipped with cruise missiles, Backfire bombers, subs and jets on their side.

Back in Issue 38 *Strike Fleet* scored a massive 96% with Julian Rignall ecstatic: '*Strike Fleet* is outstanding, and ranks as one of the best combat simulators of all time,' while Paul Glancey thought 'in the gameplay stakes *Strike Fleet* lacks nothing.'



Years later these comments still apply. The atmosphere of naval combat at commander level is superbly authentic with thrills and suspense to match. Tackling a dozen incoming Mach 3 missiles while engaging Soviet battle cruisers and hunting down a vicious Alfa hunter killer submarines *all* at the same time is *guaranteed* to get the blood pumping! Although sound is purely average and the graphics are basically functional, the plume of water when a shell drops nearby and enemy ship explosions are slickly done.

The sheer variety of tasks with each mission offers superb entertainment and unbelievable value for money. More often than not you're guarding vessels or aren't allowed to fire unless fired upon which makes for very exciting missions as suspicious vessels draw closer and closer, and when they start firing missiles it *really* gets exciting. *Strike Fleet* certainly won't attract the arcade crowd but if you tire of the single-vessel action of *PHM Pegasus* or want a change from fighter sims without losing out on challenge or depth then this is the one to go for. Still excellent value for money.

OVERALL 91%

POWERDROME
● Electronic Arts, Amiga £9.99 (Rerelease)

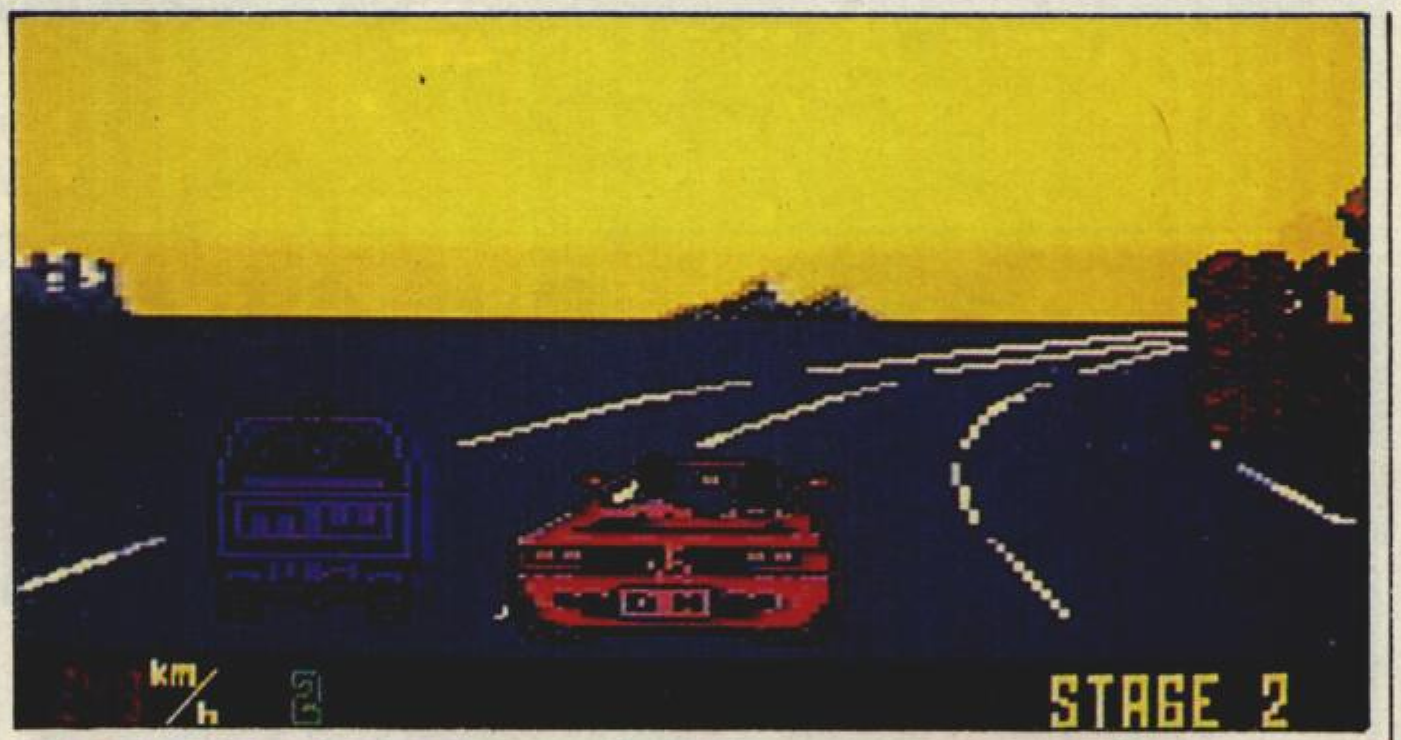
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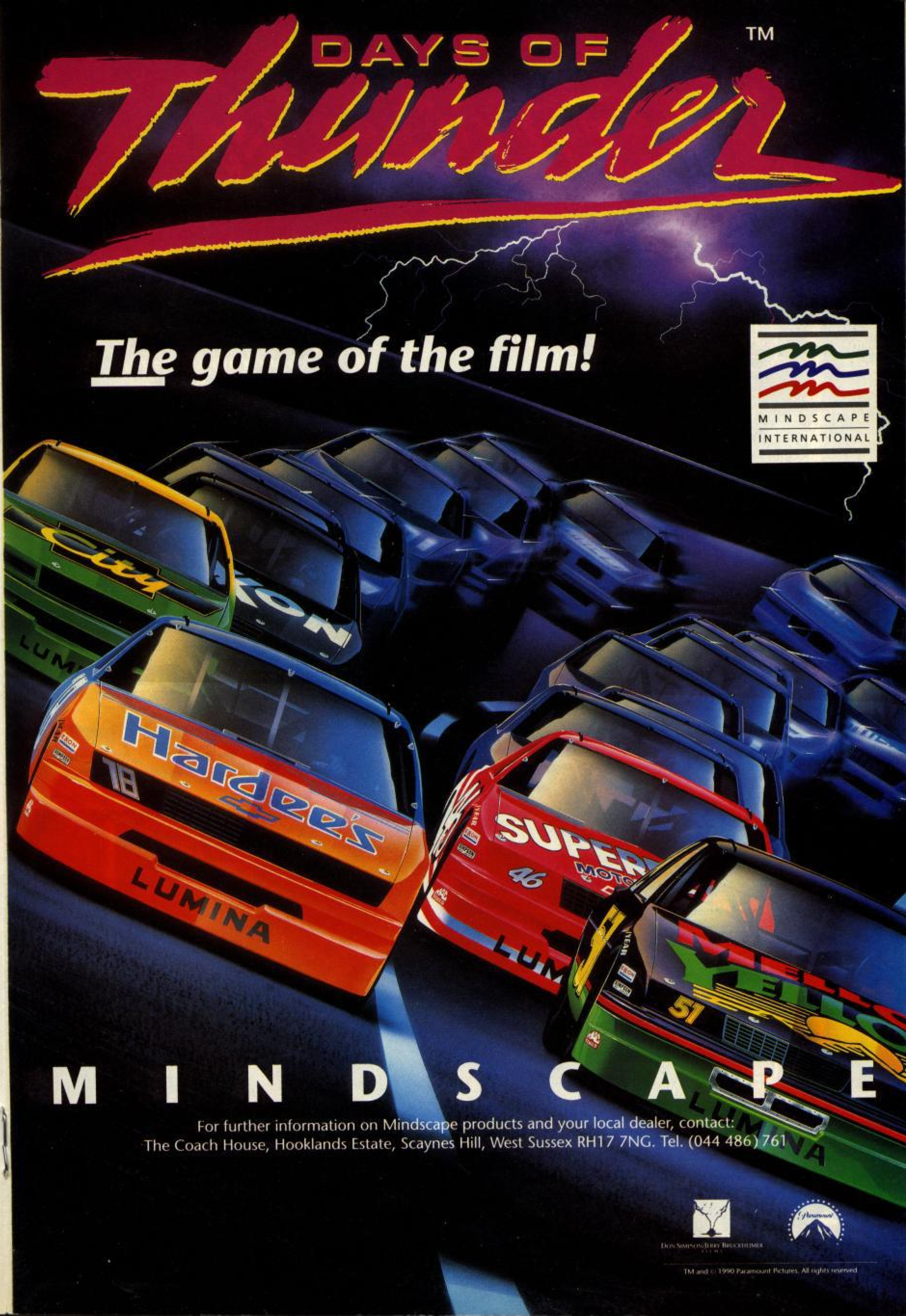
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OVERALL 44%


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CYBER TALK 2

SYSTEMS ANALYSIS!



★ Visiting the cockpit in *Deadlock*, a game currently without a scenario.

Cyberdyne Systems appeared to vanish after the release of *Aramlyte*, but they weren't fleeing to Caribbean tax havens just yet. Instead work was begun on the graphically spectacular *Deadlock* for System 3. Two years later the game has been put in limbo while the *Armalyte 2* project is revved up. ROBIN HOGG asks Dan Phillips what happened...

When did you start work on *Deadlock*?

'We started doing something with *Deadlock* one month after *Armalyte* but stopped because of a technical hitch just after Christmas '88 when I sussed out a different way of doing the colour scroll. It was a major leap over *Armalyte* but unfortunately we won't do it with *Armalyte 2* as it's not suitable for that type of game.

'For the next eight months we worked on and off on *Deadlock*, John started coding a couple of other games but they were never finished. One was a starfield scroll for a shoot-'em-up of the *Sinistar* mould and another was to be an 8-way scrolling racing game, a rip-off of *S Rally Speedway* [a very old cartridge from the early days of the C64] but made up all high tech-looking with lots of features. Nothing came of the two games.'

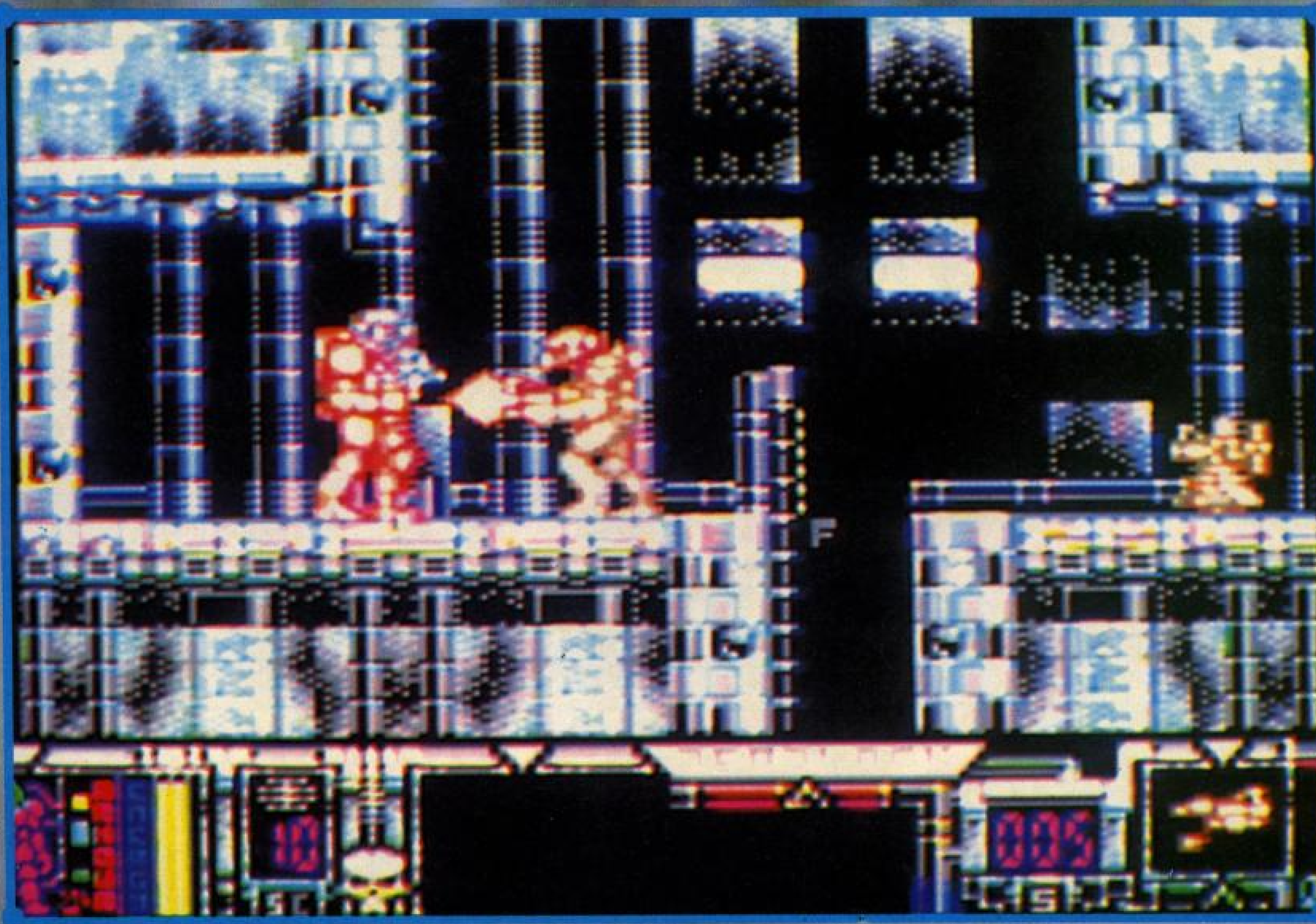
This brought you up to mid-1989 and it's at this point that System 3 became involved. Did they approach you?

'No, we approached them; we'd approached Activision before but nothing came of it. We'd been working on *Deadlock* for six months before that and then we saw a System 3 ad. We contacted them, spoke with Doug Hare and agreed to meet at the PC Show last year. It turned out that we didn't sign anything for two months. Doug had said we'd sign contracts at the show and pick up an advance as well but nothing had been sorted out. Mark Cale didn't know anything about it and we were a bit annoyed as we didn't have any money left when we got there. Fortunately, Mark put us up in a hotel for the show's duration. Following meetings with System 3 at the show we signed a contract in October to write *Deadlock* and finish it for February.'

What's *Deadlock* all about then, Dan?

'*Deadlock* is (or was) about a big bugger in a spacesuit with a BIG gun running around a spaceship, collecting things, using lifts, throwing grenades and blasting aliens. It was a cross between a very violent *Impossible Mission* and *Hawkeye*. We were we going to have him firing a chain gun,

★ System 3's *Deadlock* already looks absolutely spectacular, but getting the gameplay right is a lengthy process.



like the one in *Predator*, but it would have been too quick to capture the speed of the bullets, a 50th of a second each time. If it was used it would have to have been an area-effect, limited ammo weapon but it was too quick.

'At the four months stage we had a demo but it wasn't working out at all, unplayable and totally crap. It might have been better if *Deadlock* had died at that point. Everyone who saw it said it was fantastic but we were very, very bored by it. It was coming along at a snail's pace, changing specs all the time and not getting anywhere. You could explore all of the demo in about two minutes and you'd be saying to yourself, "that's nice" and "the hangar is a good backdrop" but there was nothing to the game. It flopped because the project just wasn't going very well and Mark Cale felt Robin was being wasted on it: he asked Robin to do some graphics work for *The Last Ninja III* which he accepted and went to London to work on. Without Robin to work on *Deadlock*, any further game design was effectively stopped.

'Some good things that have come out of *Deadlock* are the background editors, they've been rewritten partially because we've got colour splits and they're a considerable advance over *Armalyte*, the very first editors were written in BASIC and now *Armalyte 2* is even more advanced. We will go back to it one day, make it more of an arcadey, *Shinobi*-style game.' (In fact, System 3 are still planning to release *Deadlock* but it probably won't be until late next year when Cyberdyne can finish it.)

But hadn't you made your fortune with *Armalyte* and never needed to work again?

'The royalties for *Armalyte* were okay, but they had to be split between the three of us — and that wasn't much to live on a week at all! With the advance from System 3 for *Deadlock* we had a bit more money. In fact, the deal we got from System 3 was good but the game went sour as it never reached its potential. Mark was concerned with *Last Ninja III* as it would be an instant best seller.

'Stan Schembri's writing *Ninja III* and he has another month or so to go. It's set in Tibet this time and Robin is working on it alongside another graphic artist. Robin's graphics are looking absolutely brilliant, they're miles better than the original's. When I saw them I was very surprised: they're like the basic style Hugh Riley graphics with an enormous amount of detail and colour added. We might be doing some of the playtesting for *Ninja III* too. Robin also did the graphics for the opening sequence of *The Last Ninja II Remix* and we've been asked to go up and do the opening and ending sequences for *Ninja III* but it's not up to us as to what happens in it, it's all being storyboarded for us by System 3.'

With *Deadlock* coming to a dead end the Cyberdyne Systems production line came to a temporary halt, but not for long...

'It was around April/May time that you phoned up from ZZAP!, raving on about *Armalyte* and enthusing about a possible sequel that we had plans for. I spoke with Dave Birch at Thalamus shortly after this and we got talking about writing it and it was about the end of May that things got going on *Armalyte 2*. Two months ago we signed the contract, with Arc Developments undertaking the 16-bit conversion. We've until February to do it but it looks like the completion date will be put back.'

And at this point we are brought bang up to date. With Cyberdyne back on the road again to write the follow-up to their massively successful debut game. What can we expect to see in the sequel?

'Well, this time it's one-player: I say definitely for today and tomorrow but when Robin Levy gets back it might change to two. The weaponry is going to be the biggest change of all, there's going to be a shop at the start. Eight-way moving missiles are included along with the main weapons from *Nemesis*, *Salamander* and *Armalyte*. One of the things we haven't got is Ripple Lasers from *Salamander*, and speed-ups. We're not into the idea of speed-ups as you can get into a *Delta* syndrome where you pick them up, start whizzing all around the screen and then suddenly run out. It comes to something when you've got to get speed-ups to survive: speed-ups are probably the worst thing ever in coin-ops as you start off slow.



★ The spectacular new intro for *The Last Ninja II* on cartridge, AKA *Ninja Remix*. (C64)

'Just thinking up ideas for new weapons and aliens is tricky, the aliens will have a lot more character about them, a bit more intelligence and it'll be a lot easier to play. We might have a shield level reduced with each hit instead of death on contact and the idea of recharging batteries might be implemented.

'There's more detail on the main ship and it might have animation with blinking lights. To avoid confusion we might make it all smaller and the main ship a different colour. We've also got diagonal bounce lasers now as well as the standard *Armalyte* lasers. We weren't too pleased with the flicker in the original lasers so we've got solid laser fire now.

'One of the criticisms we had regarding *Armalyte* was the predictability of the fixed attack waves. For the sequel we're thinking of having up to four styles of attack wave, one of three styles being chosen by the computer at the start of the game with the fourth used if you complete the game and it wraps round. It'll be a random thing for the aliens: obviously it won't work on the gun turrets but it makes for a different game each time.

'One thing we didn't like about *Armalyte* was the alien bullets, the way they fired. It didn't allow for flexibility. Now we've got several different types: bullets which home in on you for six blocks, semi-intelligent ones, and guns that track you around the screen.'

With all this mega-firepower, are the motherships going to be tougher to compensate?

'We're going to use two or three complete character sets for use in each level [as opposed to one in the original], with one whole

★ *Deadlock* sets new standards for C64 graphics.





★ The amount of detail on *The Last Ninja III* is astonishing.

character set for each mothership. They're going to be easier to learn to defeat: learn-and-stay-alive tactics as opposed to learn-and-die in the first game!'

The same number of levels again?

'There's six levels at the moment, but in *Armalyte* we had seven at first and then that went to eight so I don't know. Each level, like the original, has 32 screens in all but this time we can slow down the speed of scroll, controlling it to 'increase' the screen width. We can stop a background while giving the illusion of scroll with moving stars — the snake aliens in part one used up four screens, in this we can use just one screen. We hope *Armalyte 2* will have cheat modes; type in something to get little extras, earn cash or a set weapon pick-up — we don't know yet.

'We haven't had any major problems in the last few days: it's just going through routines, touching them up, cutting down on raster time. We've managed to decrease the code size for each level by 45%, so it'll be bigger, look better and play better.'

I gather you're planning some special game presentation?

'Yes, we're hoping to put something of 16-bit in quality as a demo on the disk version but it does depend on time, memory and disk space. It all adds to the value for money of the game along with decent endings. That really narks us off, bad endings — our end sequence will be spectacular! 132 sprites on screen! 12-level starfield scroll in multiple directions! 37,000 asteroids coming at you! A playable end sequence! Or how about an intelligent improvisation: an end sequence where it makes up its own end!' (At this point, the interview got a tad silly. Moving swiftly on...!)

Isn't it difficult to work on the project without the game designer to hand?

'At the moment it's a bit tricky to do *anything* with *Armalyte 2* without Robin as he's fully into the game design. Basically we've been streamlining it until Robin comes back. The editors are the main thing we needed to change as they didn't work that well, they're difficult to use and only Robin can use them. Every now and then Robin suggests some things for the game design which we try to implement.

'As for the 16-bit conversion of *Armalyte 2*, we haven't seen anything from Arc Developments yet. So far they've got the scroller and that's about it although Paul Walker, the project's graphic artist, has asked me for statistics data on the ship movement.'

Moving aside from all things *Armalyte*, what games have you been inspired by? Any good coin-ops you like?

'When we see a game, we play it till completion — it's murder on the finances in the arcades! *Smash TV* and *NARC* impressed us, in fact Robin had the highest score in the country on it for a good few months! Games that have taken our fancy include *Dungeon Master*, *Damocles*, *Stryx* — that was good with a very nice intro. Recently we've been into *Corporation*: we liked that, playing it to death but the first 500 copies were bugged to hell and we took it back to the shop and swapped it for *Kick Off 2* which is brilliant, good fun.

'But on the C64, our favourite game that wasted more time than ANYTHING was *Wasteland*! [An acclaimed post-holocaust *Bard's Tale*-style RPG by Interplay.] There used to be 24 hour matches between me and Robin Levy, both of us trying to complete it with more money and more objects. We've completed it 30 times and we've virtually exhausted the game. We also completed the *Ultima* series including *III* and *IV* and that was before we starting programming. *Ultima V* is the next one for us, probably on the Amiga. We play a lot of shoot-'em-ups; *Dropzone* and *Morpheus*. We've also played *Turrican*: I found it pretty boring but John thought it was quite good.'

What kind of game would you really like to write?

'It would have to be a massive RPG with *Dungeon Master*'s viewpoints, underground caverns and wastelands to explore with full 3-D. Then you'd take off to other planets with *Elite* action and exploration! It would have to be on CD ROM and it would take years to write but we're dreaming here, we're dreaming!! If there's anyone out there who'd like to assist us with a 3-D system then we're open to negotiation!'

What do you think of the up and coming cartridge scene?

'Cartridges could be very, very good. What we've been told for *Armalyte 2* is that they're going to release it on tape, disk and cartridge, but we'd need a PC to download the stuff onto cartridge. If we were given the development system we could throw in new games with it, we even toyed with the idea of putting editors on it for people to play around with to create their own. But using the editors would have taken an age to design just one level and anyway they were too naff, too crude to use.

'If we are given more time to do a cartridge version of the game it could be mega, mega times better than an arcade coin-op. If we don't then it'll be the disk version. Cartridges have potential and I'll be surprised if they fail.'

● Next month Robin Levy should have returned to Cyberdyne and work begun on *Armalyte 2*. Likely to be *the* shoot-'em-up of 1991 the diary of the game will appear exclusively in ZZAP! from next month.



★ System 3's Stan Schembri.

THE LAST NINJA III

Stan Schembri is one of the C64's top programmers, his previous hits including *Cauldron I & II*, *Barbarian* and *Vendetta*. He started work on *Ninja III* in April and if the game carries one of his classic scrolling messages he'll probably have a good moan about the pressure. It's intended to be a cartridge-only release 'if I finish in time, if I don't it'll come out in a brown box with me in it!' Over 70 beautiful and intricately detailed screens fill an entire four megabit cart, the same size as the one containing *Klax*, *Fiendish Freddy*, *International Soccer* and *Flimbo's Quest*!

The game design was largely by Tim Best, with the vast majority of the graphics by Robin Levy. However one level was done by Arthur Van Jole, the Dutch artist who worked on *Flimbo's Quest*. There are five main levels, six if the final confrontation with the shogun is split into another level. You can also expect an elaborate intro. Music is by Reyn Ouwehand with 16-bit conversions by Eldritch The Cat (*Projectyle*).

The first *Ninja* games were written by John Twiddy who's now working at Vivid Image, closely involved in the development of the C64 cartridge system. Through him Stan became aware of the cartridges very early, and the decision to write *Ninja* for cartridge was taken over three months ago. Unfortunately John didn't leave any of his *Ninja* source code! Stan had his *Vendetta* code to work with, but *Ninja III* is 'infinitely superior'. Compared to the other *Ninja* games, *III* will have 'more animation, nicer puzzles, much more of a 16-bit feel.'

The scenario has the last ninja returning to the Buddhist Temples of Tibet. Each of the five levels is styled after an element (fire, wind etc) with an end-of-level baddie to defeat. There are also numerous puzzles and a special 'prayerwheel' window displays vital hints. *Ninja III* will be released pre-Xmas on cartridge for £24.95, or if this isn't possible, tape and disk at standard prices with optional Stan Schembri!

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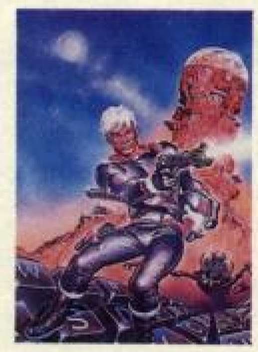




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● By the way, here's what just a few of ZZAP!'s many celebrity readers have to say about their fave mag (ZZAP!, silly!)...

'Nice to read ZZAP!, to read ZZAP! nice!' — Bruce Forsythia
'I prefer it to a cup of tea!' — Boyo George
'I can't get enough of it.' — Pamella Bordello
'ZZAP!'s the way to do it! — Mr Punch
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'Burp!' — Clyde Radcliffe



BREATHTAKING! ACTIVISION'S BLAZE OF GLORY!

● Multiple-choice prize! Win a C64GS, Commodore 64 disk drive or Amiga disk drive!

Did your Halloween pass as usual this year? An endless stream of brats demanding three hundredweight of chocolate or else face the consequences (I'm sure Trick Or Treat was the Kray twins' favourite game when they were kids)? Your little sister keeping you awake after watching the late night showing of *Halloween* part whatever? A gallon or two of water up each nostril as an unfortunate side effect of apple bobbing? If so, Activision have the game to make up for it, just in time for Christmas. After all, of all the ghosties, ghoulies (fnarr) and long-legged beasties, which monster is more exciting than a dragon?

In Activision's *Dragon Breed*, a conversion of the Irem sideways-scrolling shoot-'em-up, the giant flying reptile in question isn't as fearsome as those written about in so many fairy tales — it isn't even holding a princess captive. This dragon — Percy — has been tamed by the young King Kayas, of the famed Agamen Empire (never heard of it — Ed) (me neither — comps minion). Kayas is now the master of the relatively docile dragon. Well, you'd feel pretty humbled if all your limbs had been hacked off, as has been done to Percy, to leave a long, snake-like body.

Kayas has harnessed the dragon and now rides through the skies with him, much like Father Christmas and his reindeer, Rudolph, Prancer, Dancer, Blitzen, Donner and Kebab. But Kayas doesn't shower prezzies on all the people who've been good this year. He doesn't even sneak down the chimney to scoff a mince pie and a glass of sherry.

No, with Percy firmly under his control, Kayas deals out fiery destruction to all who dare cross him, and uses the dragon's tail as a defensive shield. Being such a heroic and noble chappie, Kayas doesn't rely on a dragon's (literal) firepower and armoured skin all the time, occasionally hopping off Percy's back to attack his assailants on foot.

In their infinite wisdom and generosity, Activision are celebrating the release of *Dragon Breed* and the onset of the festive season with a mega prize sure to brighten your yuletide gamesplaying. And what is this super freebie? Well, it's up to you! You can choose between one of those new fangled C64GS consoles, a Commodore disk drive to end those C2N cassette blues or an Amiga external drive to cut down on disk swapping on multi-disk games. Both disk drives come packaged with free software, the *Night Moves* and *Mindbenders* compilations for the C64 drive, Mindscape's *Captive* for the Amiga.

And that's not all: five runners-up each win a Commodore games pack. This consists of the cartridge usually bundled with the GS console, which holds *Flimbo's Quest* by System 3, *Klax* from Domark, Mindscape's *Fiendish Freddy's Big Top O' Fun* and Commodore's very own *International Soccer*, plus two joysticks with a pair of separate fire buttons.

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... and listen to the questions. (Alternatively, dial 9321 346506 2452341507 1243 and get a very sore finger.) Write your answers (or someone else's if you're an eavesdropping sneak) on the back of a postcard or sealed envelope and send it to *Newsfield, ACTIVISION CHRISTMASSY COMP, Santa's Grotto, The ZZAP! Treadmill, Ludlow, Shropshire SY8 1JW. Usual competition rules apply and entries must reach us by January 2, 1991, at the latest.*

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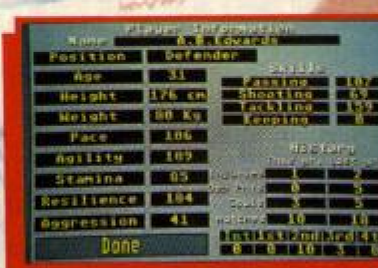
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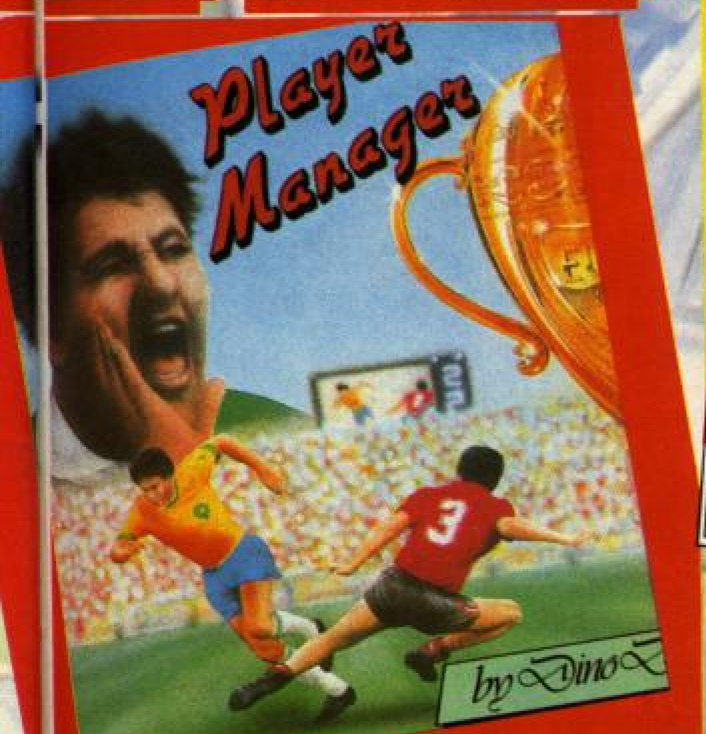
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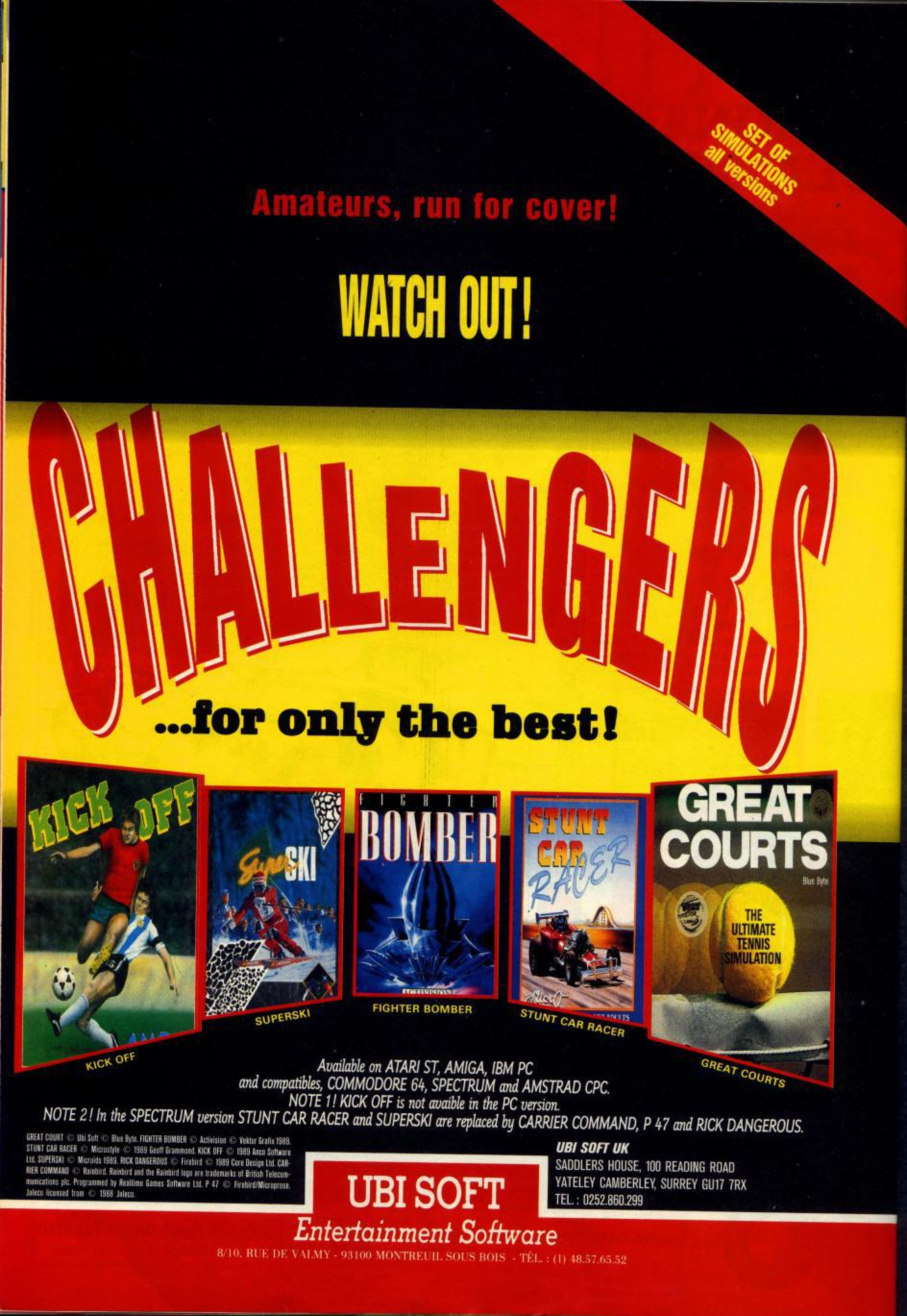


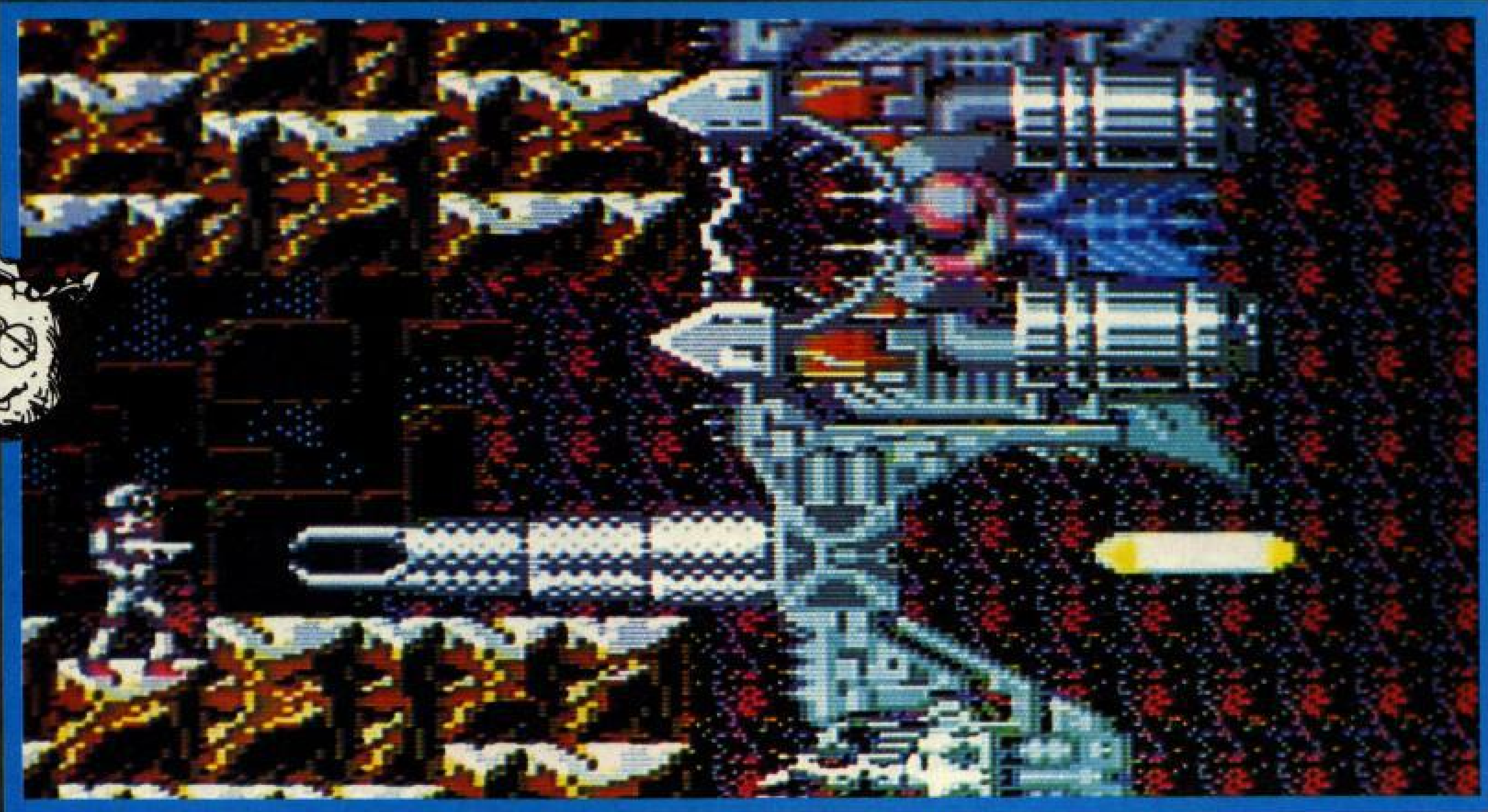




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★ The massive machine on the right is at least three screens tall, moves extremely fast and bashes against the rock trying to get you with it's extendable claw! (C64)

TURRICAN 2: THE FINAL FIGHT?!



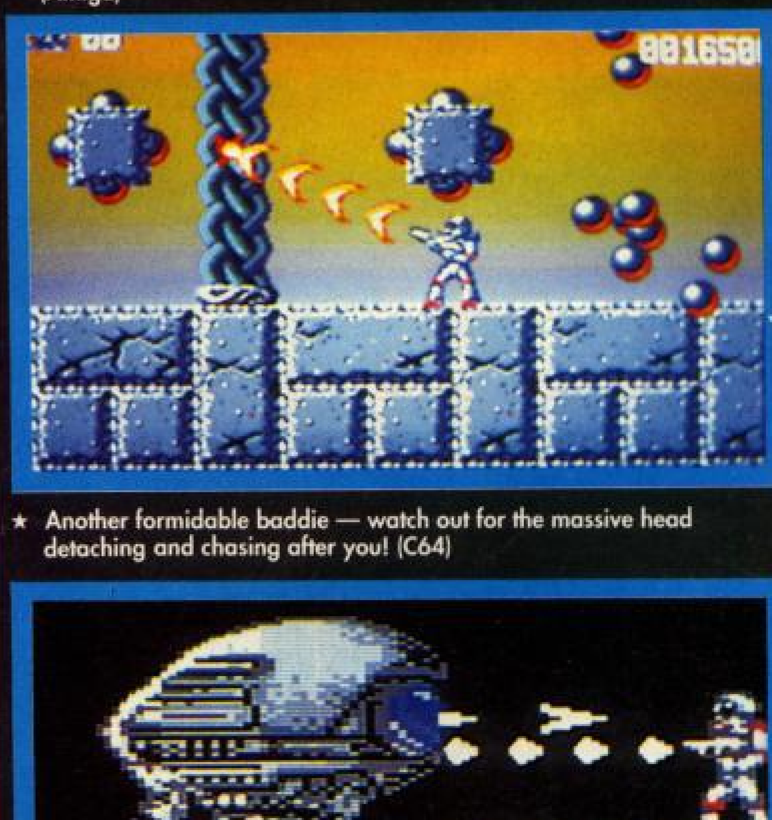
★ On one of the levels, Turrican climbs into a spaceship for some very fast horizontally scrolling blast-'em-up action. (C64)

● A day after our deadline, IDG's Nikki Hemming has just arrived with another batch of spectacular Rainbow Arts software including *Turrican 2*. Miracle worker Manfred Trenz has doubled the number of alien types per level, massively enlarged all the levels and added plenty of parallax scrolling. As with the original there are five different worlds, divided into 12 levels, but one of the worlds is a horizontally scrolling shoot-'em-up! The game as a whole seems much more sophisticated with puzzles, and gyroscopes are now unlimited because of complex mazes. There's even some humour — like when you jump on a walker they jump up and run away, squashed to half their size! This massive and technically awesome game seems bound to be a Sizzler at the least, but it's not due out until February 1991! Don't miss our next issue with a Manfred Trenz interview, more incredible shots, a review of the stunning *Z-Out* (see previews) and maybe even (gasp!) another gorgeous Nikki Hemming pic!

★ Level 1.1 and the wind is blowing leaves, enemies and you off to the left. (Amiga)



★ Level 1.2 and dozens of bouncing steel balls make survival very tough! (Amiga)



★ Another formidable baddie — watch out for the massive head detaching and chasing after you! (C64)



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By John Ferrari

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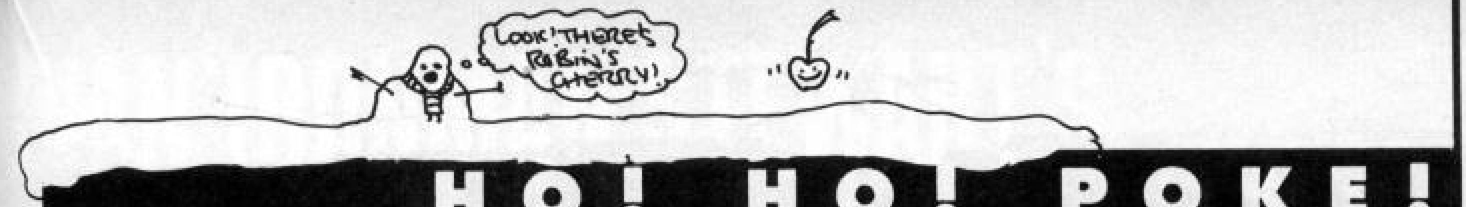
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HO! HO! POKE!



PIG IN A POKE!



The dark nights are drawing in and a pitch black walk home is in order after I've done this 'little' lot (avoiding an unintended dip in the river en route) before midnight. On the subject of midnight (groan — Ed), *Midnight Resistance* is the game undergoing the tipping treatment for you lucky readers with a cheat mode for the (as yet unreleased) C64 version as well — how's about that? *Ruff 'N' Reddy*, *Creatures* (the demo, not the game just yet), *Double Dragon 2*, *Ninja Spirit* all await so check out Pig in a Poke, the brightest tips section around, morning, noon or (mid)night.



MIDNIGHT RESISTANCE
(Ocean)

We haven't had much at all on this ace conversion by Special FX of the Data East coin-op, maybe it's because the C64 version is only now coming our way (see the review in this very issue) — I bet I'll have loads of tips in next month for this one! For now though, it's left to Tim Jelves **of Countesthorpe, Leicester to deliver the goods on the Amiga version, many, many thanx to Paul & Co. at Special FX for the cheat modes for both versions and say 'Ta!' to Yours Truly for slaving away over the maps.**

C64 CHEAT

On the title screen type in SIAMESE to have infinite lives.

AMIGA CHEAT

It's not TOO hard to get quite a way into the game but this cheat infinite should see you through to the end with few problems.

On the title screen just type in ITSEASYWHENYOUKNOWHOW to bring up the message CHEAT ON and you can now play the game with infinite continue plays for both players. Nice one!

DON'T RESIST THESE TIPS!

★ The 3 way weapon is best for most of the levels, if you lose it then get another. Fire doesn't normally have the range.

★ Keep moving and jump the big bullets fired from the tanks at the last moment as they are spread out quite far.

★ Use ammunition sparingly as it's not very nice to have your supergun run out of bullets on the end-of-level bad guy. Top up your ammunition to 999 when it runs below 500 or so, it's worth the extra ammunition.

★ The Homing Missiles aren't too hot on the Amiga version, missing next to every target that you want destroyed. The C64 missiles have a lot more intelligence and are an essential purchase for large end-of-level targets, namely the jets.

★ Another tactic that can be applied to most games is to stay in one place and wait until the enemy is just about to fire (or just has fired) and then quickly move out of harm's way. Timing isn't crucial in the early stages but it is especially useful against the circular saws on Level 3.

Level 1

Jump onto the front of the jeep and collect the keys. Once the jeep stops, shoot the blue gunners starting with the bottom one (dodging down into the gaps to avoid any stray bullets from the top gunner) and move along until you reach the tank. Retreat to an inch or so away from the left edge of screen when the tank draws near and keep pumping bullets into it. Jump the bullets using the tactics described above and dodge the grenade it throws out after its death. Climb halfway up the ladder and shoot the lone gunner on the right of the top of the ladder and enter the weapons room.

Buy any of the following (in order of priority):
3 way
Fire
Extra Ammo
Barriers

Level 2

Get to the tank and deal with him as you did in level one (watch out for the guards on the top platform). Continue until you come to a ledge with a ladder leading down and a gunner next to it. Jump onto the ledge and lie down to shoot the gunner without getting hit.

Blast the hatch and go down. Be careful here as the vents are narrow, leaving no room to stand up. There are gunners below, the guards that appear from the left and right are faster moving than you and very quickly come back if shot. If you die, try to pick up your superweapon again if it doesn't fall too far away (Fire is very useful in the vents to get rid of the gunners first). Once through, drop down onto the platforms and take out the top right gunner first, then the middle gunner, one platform level below and finally the other two (3 way is best for this).

Drop down onto the conveyor belt and blast the belt, Fire is the best for this but if you're minus a powerful weapon then lie down and keep moving in the opposite direction to stay still, just remember that the next belt below moves in the opposite direction and the killer cogs can't be destroyed).

Fall down from the last belt and quickly move to the bottom left under the missile firing tank. Aim up at the tank and fire away without danger, avoiding any grenades the tank might throw at you upon death. Then blast the hatch, descend down the ladder, killing the gunner below from the safety of the ladder, and then head right to the weapons room.

Buy:
Homing Missiles
3 way
Fire
Extra ammunition

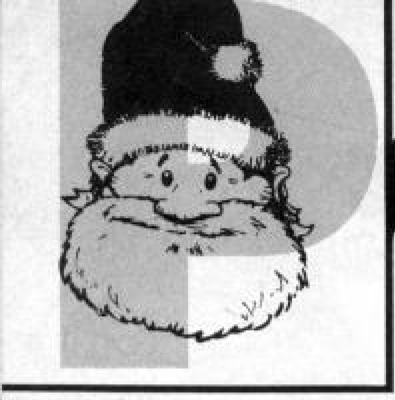
Level 3

Kill the first guard and quickly climb the slope and jump up near to the laser-firing machine using 3 way or Fire at close range to kill it. Don't bother with homing missiles. Try and keep some 3 way back for the circular saws afterwards.

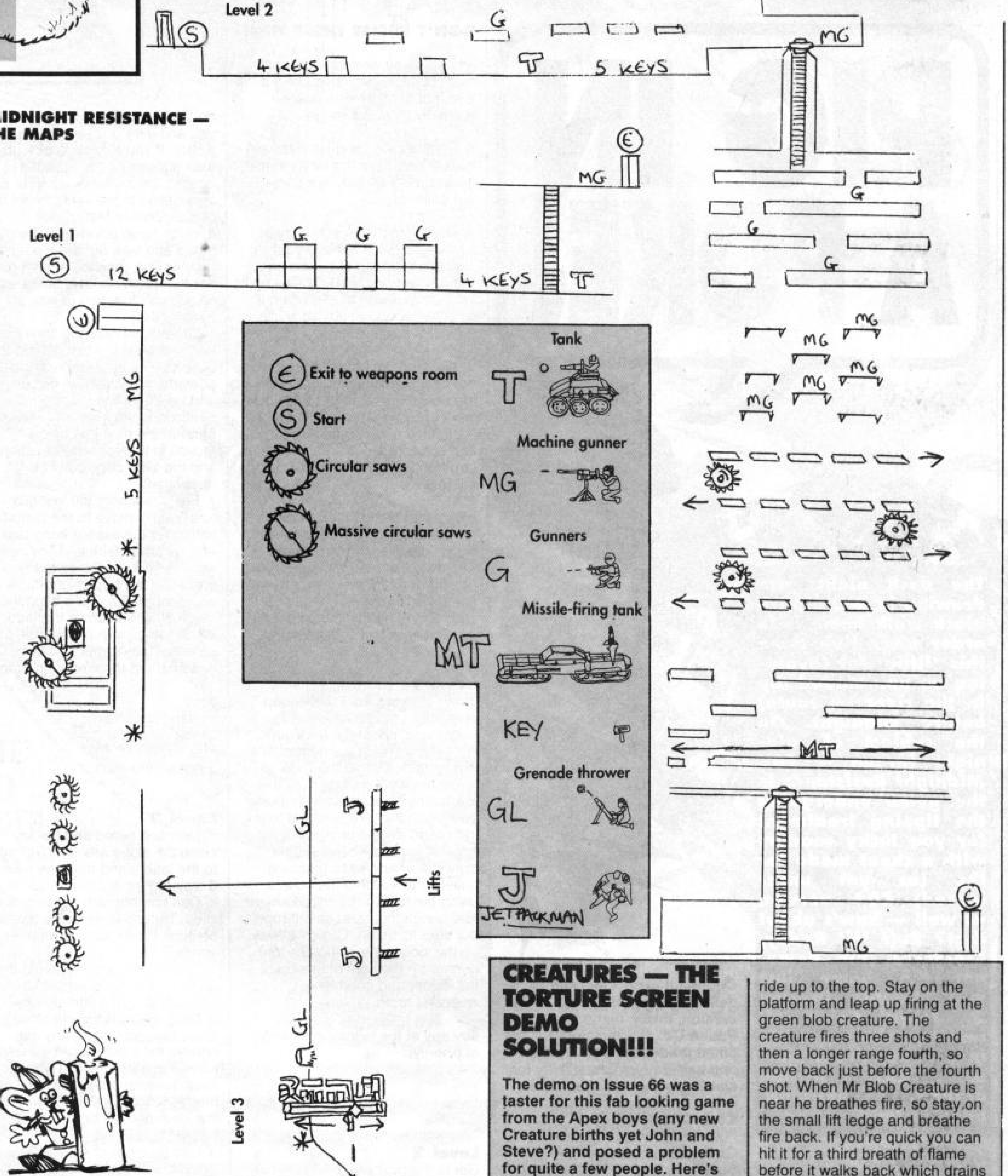
Crawl to the right to avoid the gunners and jump up onto the lifts. Once on the lifts, use the homing missiles to help blow away the jetpackers; any that survive the missiles can be blasted with 3 way or Fire. Try to avoid running onto platforms as they're rising in case you mistime the jump and fall to your death below.

Use (in order of destructiveness) the Fire or 3 way to destroy the circular saws as they come down from left to right (try to stay to one side of the middle of the screen and jump away as soon as they start moving down. When they're gone kill the massive saw that starts on the left and moves to the right, first staying in the left hand corner to kill it and then staying in the right hand corner to kill the other saw (the corners are where neither can kill you).

To kill the control centre eye ▶



HO! HO! POKE!



MIDNIGHT RESISTANCE — THE MAPS

just stay in the middle and fire up, dodging the tiny bullets at the last second. From here move right to complete the level.

Buy:
Extra life
Shower
Super Charge
Fire
Extra Ammunition

CREATURES — THE TORTURE SCREEN DEMO SOLUTION!!!

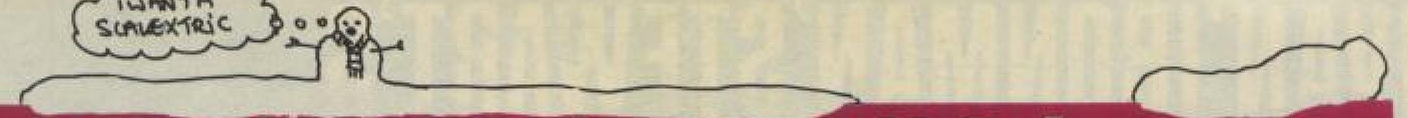
The demo on Issue 66 was a taster for this fab looking game from the Apex boys (any new Creature births yet John and Steve?) and posed a problem for quite a few people. Here's the solution supplied by us and Chris Everett **of Worcester.**

Hit the switch in the bottom right corner and wait until Chaz is hanging perilously over the edge before hitting the switch again (to make Chaz start moving towards the Saw mill. Run over to the glass of water (which should be full by now) and fire at it, the glass tumbles and wakes up the lift operator. Jump on the lift and ride up to the top. Stay on the platform and leap up firing at the green blob creature. The creature fires three shots and then a longer range fourth, so move back just before the fourth shot. When Mr Blob Creature is near he breathes fire, so stay on the small lift ledge and breathe fire back. If you're quick you can hit it for a third breath of flame before it walks back which drains the creature's energy extremely quickly. Once it's defeated, fire at the packet of nuts so it falls off the edge and just sit back and pray. The gremlins will start to eat the nuts and chew through the rope at the same time and if your timing was near spot on then the bike-riding Creature should be flattened. If not then, well... it brings tears to the eyes just thinking about it! Now roll on the game!



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HO! HO! POKE!

DOUBLE DRAGON II
(Virgin)

The title tune on the Amiga version of this not-bad-at-all beat-'em-up is merrily playing along as I type this and it's one of my all time favourite title tunes, a pretty lengthy piece that's for sure! Here we have Michael Godber **with a map and solution/tips for both the C64 and Amiga versions. Take it away Mich!**

General Punchy Tips

★ When you know there's an enemy coming on next with a knife in his hand, move up or down to avoid a knife in the head.

★ Always try and scroll any crates and barrels off screen as soon as possible as the bad guys are a pain once they start throwing at you.

★ Don't try fancy flying kicks when you are near the edge of a long drop unless you can hit a bad guy off the edge in the process. Do it too near the edge and over you go as well.

★ If everything's going horribly wrong and there's a large bunch of troublesome baddies hassling you then walk off a ledge to your doom. You may well lose a life but the bad guys, thickos that they are jump off with you! An easy but costly way to clear the level, so it's best to do it if you've little energy left.

★ Frequently you'll get caught in a no-win situation where you get knocked down by one or two of the tougher bad guys and they keep punching or kicking even while you're down on the floor. The moment you stand up again there's a fist/foot in your mouth and you're down on the deck again. If you're unlucky, this situation can often repeat until you're dead.

The way to break this 'cycle of energy loss' is to hold down or up on the joystick, together with the direction *opposite* to the enemy's position so that you get away from him as soon as you stand up again (eg if the enemy is to your immediate left then, when you're on the floor, hold DOWN or UP and RIGHT to run out of harm's way). It doesn't *always* work but it's worth the try as you'll lose a life otherwise.

★ If you punch and move up, then punch and move down and repeat this until he (or she) is dead then you won't get hit that often. Your opponent is so busy moving up and down to keep up with you that they don't have the chance to sock you one!

★ Punching, then doing a flying kick directly upwards followed by a punch when you land is also a good method, but not as good as the above one.

Level 1
Fairly straightforward this one. Nothing to fall off and no traps to have you. Just keep fighting and watch out for the weapons. Use the ladders at the halfway point to have a rest if it gets too crowded (you can pick the enemy off one by one then if they come up the ladder after you).

Level 2
At first don't scroll the screen or you'll have two bad guys come on screen to help the Big Guy already on screen at the start. When you get to the steps, jump on close to the edge nearest the bottom of the screen and run forward. This makes the enemies fall off the edge (the thickos!!!). Do this on the first two steps but don't use this method in two-player mode. The rest is straightforward but don't fall off the edge!

Level 3
A long level, this one, with the combine harvester being the start of your problems. Avoid walking along the top edge of the screen as enemies pop out from behind the piles of corn. After you've defeated the last of the bad guys before the combine you have to kill two cartwheeling bad dudes before trying to scroll past the combine itself. To do this, scrape yourself diagonally across the bottom of the screen and when the blades move forward press fire. By the way, one of the armour-clad giants comes back at the end!

CABAL
(Ocean)

A quickie tip for the Amiga version of the so-so *Operation Thunderbolt* rip-off.

Type SCHLIKA at any time, press F2 and you'll complete the level instantly (I LOVE that stupid dance the soldiers do when they finish the level — that's the Japanese for you!)

STORMLORD 2 — DELIVERANCE
(Hewson)

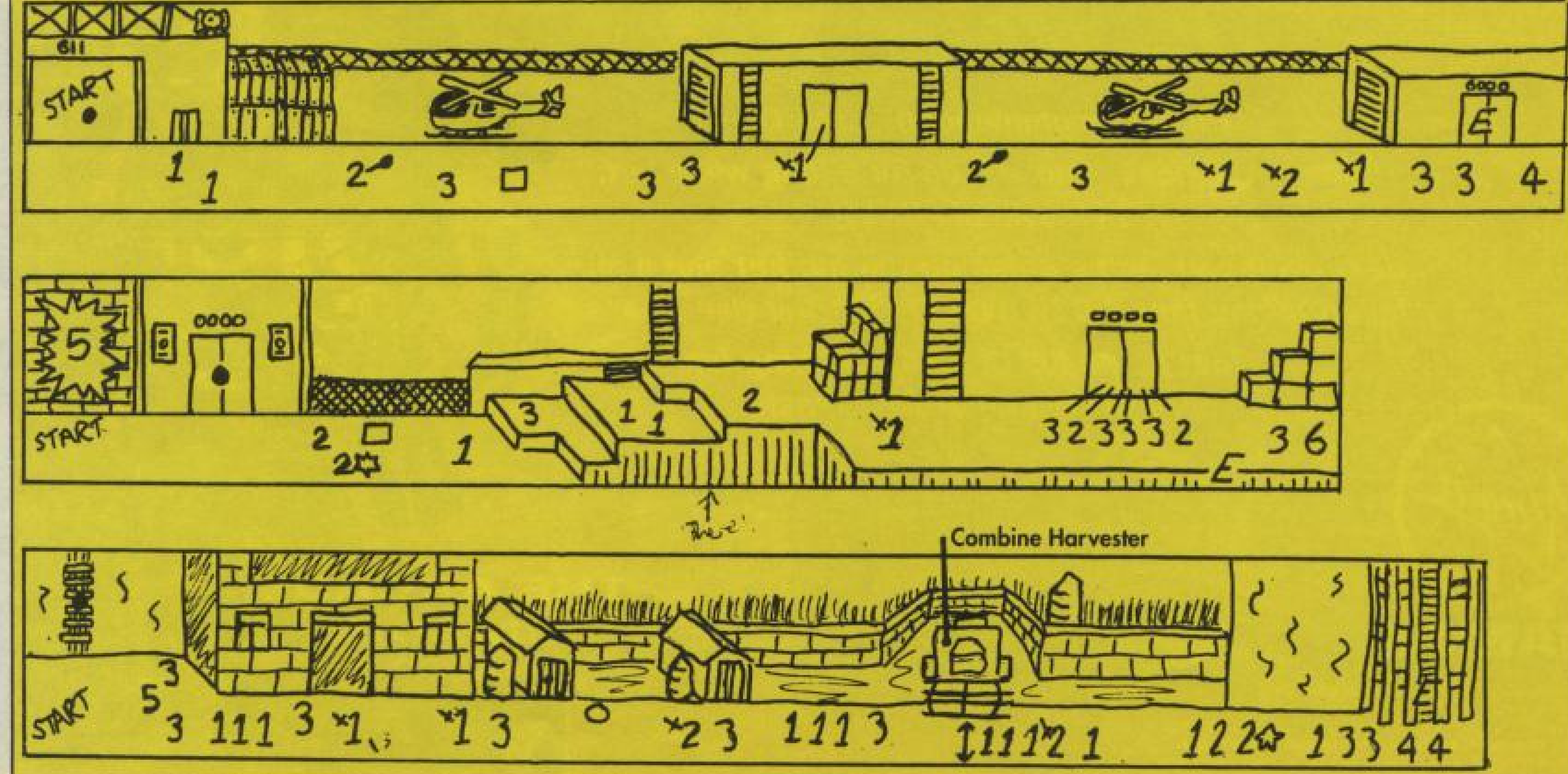
A little dated, this one, but better than the original methinks and a tad easier now with these passwords for the later levels from John F Glynn **of Oldham.**

1. To start on Level 3, load up Levels 3 and 4 after the first two levels and type in RJAARDGB to start with 7 lives and 21 fairies!
2. To start on Level 5, load up levels 5 and 6 after the first four levels and type in ASEFFNWS to begin with 8 lives and 21 fairies again! Ta for those, JFG!

DOUBLE DRAGON II

Mapped out by Michael Godber

The Enemies
1 — Acrobat (Does a cartwheel)
2 — Female Punk
3 — Dude with an eye patch (Flying kick and also picks up crates and barrels so watch out!)
4 — Armour-clad giant (Picks you up by the hair and punches you in the stomach)
5 — Big Guy (Throws you)
6 — Arnie lookalike (Shoulder block)



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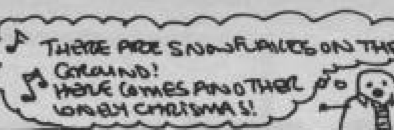
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HO! HO! POKE!



NINJA SPIRIT

(Activision)

Now this is one classy coin-op conversion that I haven't played in quite a while (namely because Activision never got round to sending us a finished version). It's a bit hard to say the least so here's tips and maps aplenty from Neil Conaty **(is that how it's spelt Neil?) of North Shields,** LSD **from Kambah, Australia,** Paul Gregory **from Wesham,** Jason Tullett, Colin Chung **from Lanarkshire in Scotland and Cookstown inhabitant** Darren McNaney **(again). Levels 1, 2 and 3 are in this month with the rest to follow (hopefully) next issue.**

C64 CHEAT (Well, not really!)

Sorry about this but there's no cheat for the C64 version, Chris Butler doesn't really feel the need for cheats, although he did plan to have infinite continue plays but Activision decided otherwise. Anyone out there got an infinite lives/music listing for C64 *Ninja Spirit*??

AMIGA CHEAT

To get infinite lives on *Ninja Spirit* all you have to do is, when level one has loaded and you start playing, press F9 to pause the game and then press CAPS LOCK and then the LEFT SHIFT button to continue the game but now with infinite lives (it's still tough though).

INFINITE NINJAS

For this C64 version POKE from David Clark **you'll need a reset switch.**
Load up *Ninja Spirits* and reset on the title screen and enter **POKE 10448,173** followed by **SYS 2051** to restart with infinite lives.

Shuriken Sharp Tips

★ Whenever you start on Level One, stay where you are and men should keep running on screen from the left and right. Shoot SEVEN of them and the next one to come on will be a Gold Ninja carrying a weapon for you to pick up. Repeat this procedure twice more to build up a good level of weaponry and one or two multiple Ninja Spirits to follow you. Don't do this any more than three times, though, because you still have to complete the level in a set time limit. At least it gives you a fighting chance.

★ The shurikens are generally the best weapon to use as they are very fast (although they aren't all that destructive and don't have a wide area effect). Certain other weapons are better on the later levels and against certain demons, but stick with the shurikens for most of the game.

★ The lassoon blade weapon isn't all that useful as it takes too many vital seconds to use and even with the Super power-up it's not very useful (the ability to swing the rope round can work against you as it often fails to kill Ninjas first time). Avoid.

★ During the climb up the cliffs on Level Five you have to be careful not to jump into the explosions and to avoid missing any platforms (it's a LONG way down when you're near the top and that's when there's the largest gaps to jump!). You can, if you're lucky, jump for a ledge edge and stay on although it'll take time to work out the best route up (the right hand side is generally an easier route).

Level One — The Temple

★ Start this level with the SWORD and hack and slash your way through the men until you reach the men which fire knives; then switch to either shurikens or dynamite. Fire diagonally and dodge the knives so you can reach the marshy field (with the wall behind it). Here you can find a Gold Ninja so kill him and pick up the spirit ball he leaves behind. You will either get a power-up weapon, a multiple Ninja Spirit or a smart bomb. Now switch to DYNAMITE and blast away at the jumping men which throw knives as they come up.

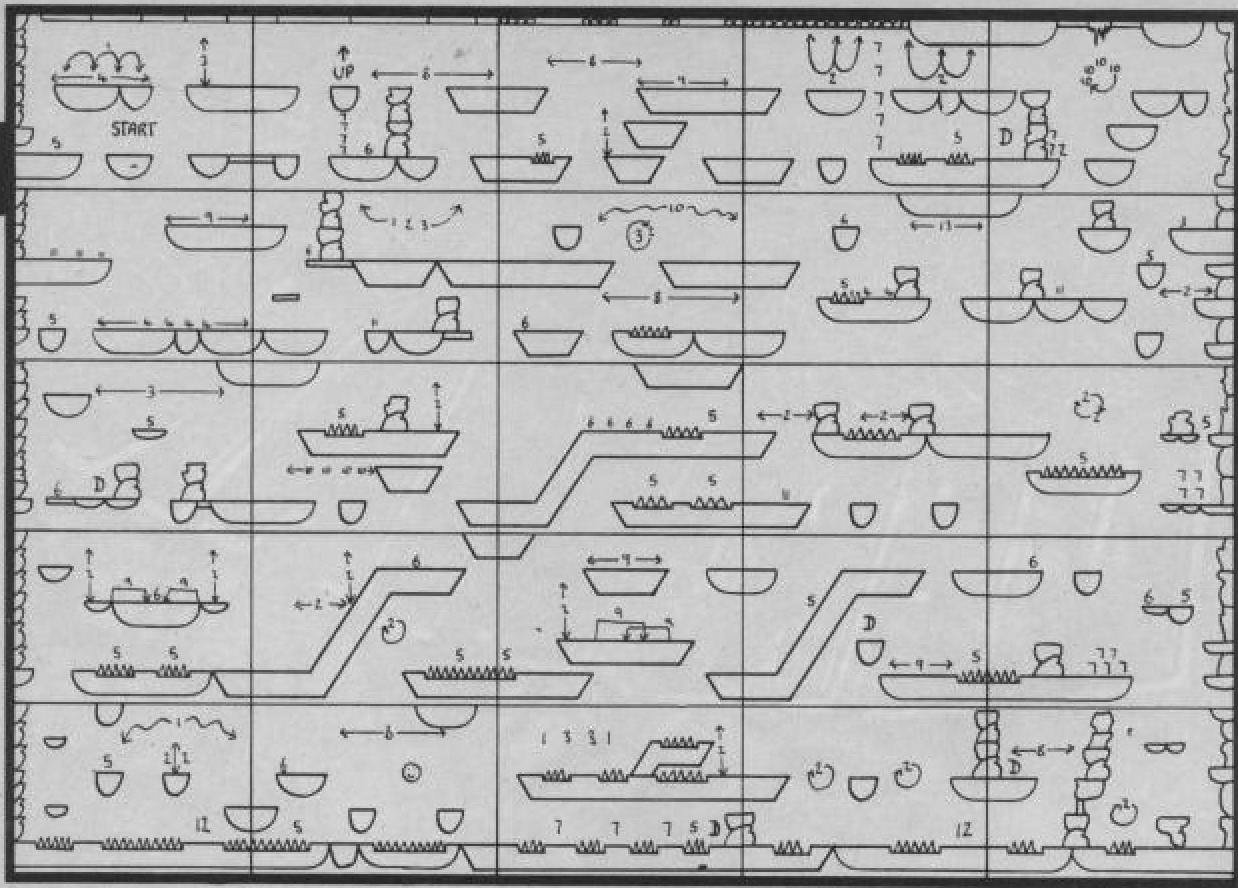
Once you reach the second temple, blast the Samurais before they get too close and watch out for Ninjas running on from behind. When you reach the end of the temple, change to SWORD and run to the right hand chimney (from which loads of Ninjas jump) and stand on the right hand side of it. Face left and hold down Fire. You should be able to kill the Ninjas as they come up out of the right chimney while the shots from the Ninjas coming out of the left chimney will just bounce off your sword.

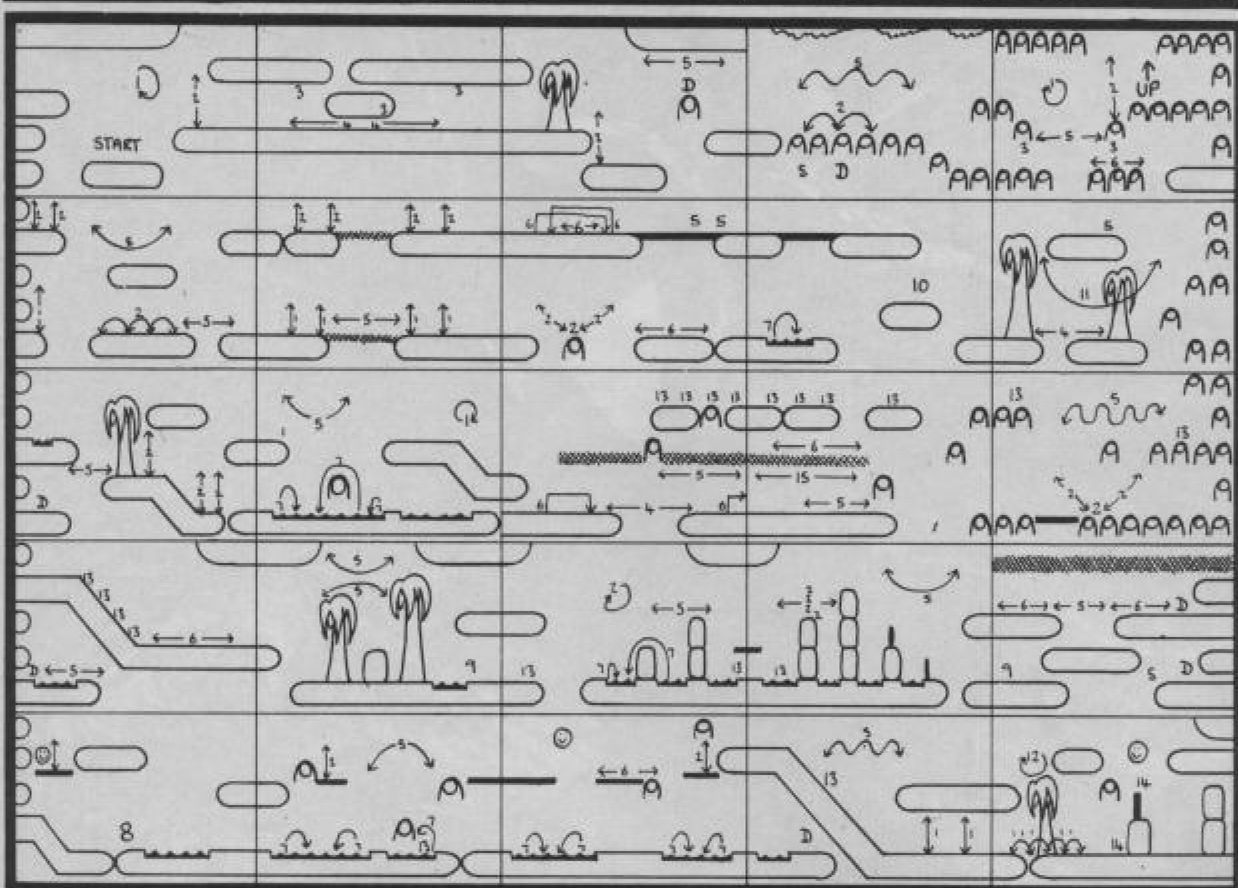
Once past these, the Major End-of-Level Baddy will erupt out of the ground. Stand just to the right of him and DON'T MOVE as the fireballs/laser bolts/whatever won't touch you! Change to SHURIKENS for the fastest fire and aim at his head and keep firing to finish the level!!!

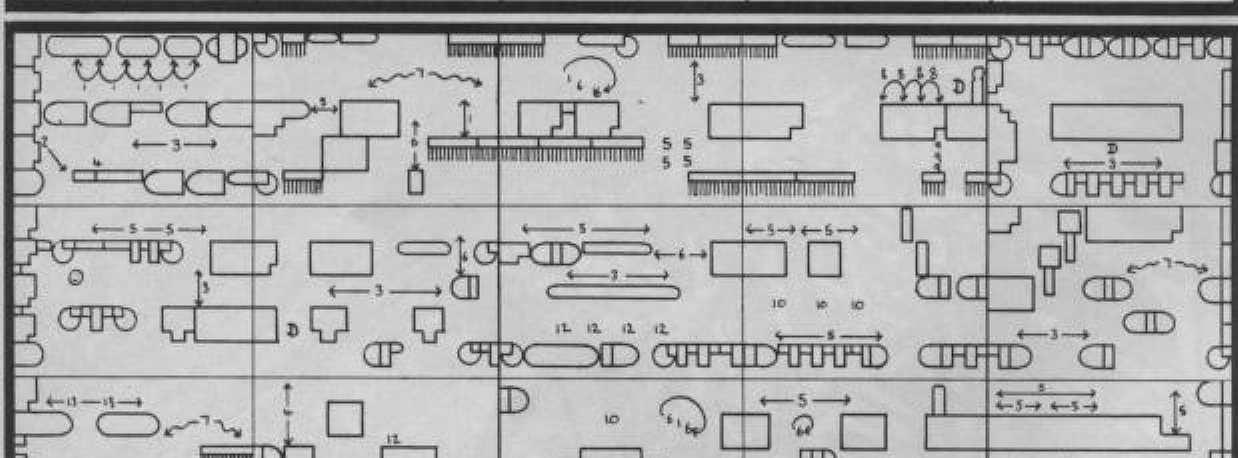
To kill the end-of-level baddy stand just to the right and shuriken his head

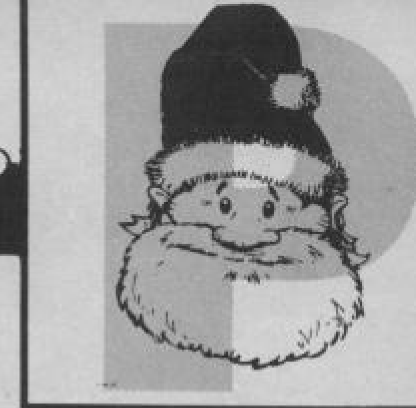












LEVEL 1 - GEMINUS

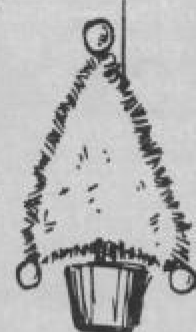
1 - Small glass ball
2 - medium glass ball
3 - Big glass ball
4 - Squidgy ball
5 - Explosion
6 - Sprout plant
7 - Blockade
8 - Sentry droid
9 - Troll
10 - Hoop
11 - Fire
12 - Big fat blob
13 - Crawler

LEVEL 2 - SIRIUS

1 - Small glass ball
2 - Medium glass ball
3 - Vines
4 - Mad ball
5 - Bat
6 - Troll
7 - Fireball
8 - Big Marine
9 - Blockade
10 - Big Sniper
11 - Jetpacking flamethrower
12 - Hoop
13 - Explosion
14 - Big glass ball
15 - Crawler

LEVEL 3 - ARIUS

1 - Big glass ball
2 - Flame
3 - SPinner
4 - Huge glass ball
5 - Gyroscope
6 - Medium glass ball
7 - Floating warrior
8 - Hoop
9 - Blockade
10 - Crusher
11 - Big Marine
12 - Explosion
13 - Sentry droid
14 - Crawler
15 - Barrier
16 - Small glass ball



CYBERDYNE WARRIOR

(The 4th Dimension/ Hewson/Apex Software)

The Apex boys' first program and a quarter of Hewson's excellent compilation (which hasn't been selling all that well judging by the lack of tips I've had — C'mon, where's the *Mission Impossibubble* maps and *Head the Ball* tips? And what about the classic *Insects in Space* cheat?).

Thanks to Andrew Roberts **for his maps and an ever-so-handy cheat thanx to Apex's John and Steve. Did you know that *Retrograde* was planned to be *Cyberdyne Warrior 2*? Well, know you do!**

CYBER TIPS

Go to the shop every time you collect a couple of droids, you should have picked up enough coins en route to the droids and on the way back to afford more ammo and energy.

Get the gun calibre up to the full 8mm as soon as possible as it's very easy to kill everything when it's at maximum with little use of

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C+VG HIT!

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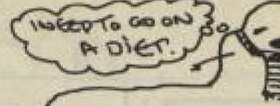


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HO! HO! POKE!



ammo as well.

Look out for the hidden coins which flash when shot on some screens.

CYBERDYNE WARRIOR CHEAT

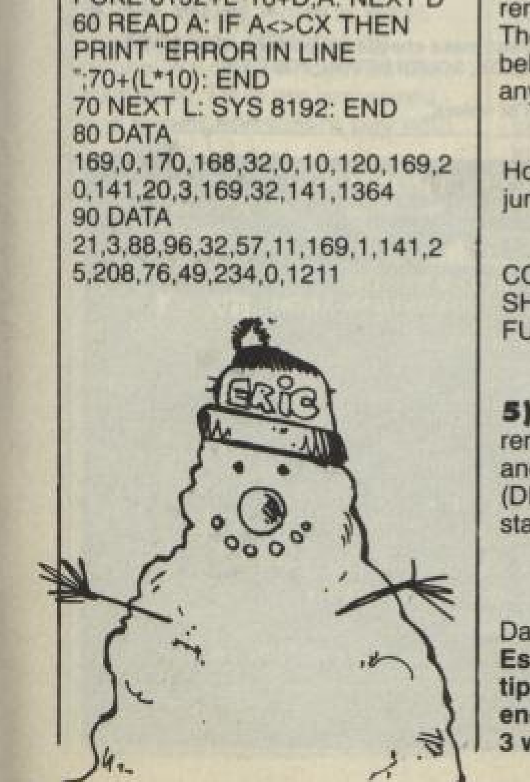
On the title screen, plug the joystick into Port 1 and move the joystick UP, DOWN, LEFT AND RIGHT. The title screen will now say Press Fire to Cheat so plug the joystick back into Port 2 and away you go with invincibility against everything (watch that you don't get trapped in a dead end as you'll have to abort the game to get out of it.

BACK TO THE FUTURE 2
(Imageworks)

Quite why anyone would want to hack this tired C64 game I don't know but Richard Orr **of Wendouree, Australia is here with a *Back to the Future 2* sound player.**

Here's a listing to play the music on any level (includes Start (credit) sequence). Just load the game to the music you want, reset the computer (with the reset switch),

```
10 ********************************
20 REM BACK TO THE FUTURE
2 PLAYER
30 REM (C) RICHARD ORR
40 ********************************
50 FOR L=0 TO 1: CX=0: FOR
D=0 TO 15: READ A: CX=CX+A:
POKE 8192+L*16+D,A: NEXT D
60 READ A: IF A<>CX THEN
PRINT "ERROR IN LINE
";70+(L*10): END
70 NEXT L: SYS 8192: END
80 DATA
169,0,170,168,32,0,10,120,169,2
0,141,20,3,169,32,141,1364
90 DATA
21,3,88,96,32,57,11,169,1,141,2
5,208,76,49,234,0,1211
```



MYTH
(System 3)

The Brothers Griffin (Jonathan and Martin) from Haywards Heath popped up this issue with a slightly different method of cheating in System 3's ace classical romp. Instead of the usual load, reset and poke away they're renaming data files so you get to see the last level first (or something like that), You'll need a file copier to get this to work and it will involve modifying file names so DON'T USE YOUR ORIGINAL DISK to make any modifications!!! Follow the steps below and things should be alright!

1) Use a file copier to copy the following files from the original *Myth* disk (DISK 1) to a blank disk (DISK 2). The files to copy are:
"M0", "M1", "M5", "M6", "M4" and "M7".

2) Using the files copied onto the DISK 2, now file "M4" as "M2" ("M4" is the Final Conflict with Dameron).

3) Load the first part of *Myth* up as normal using the original disk (DISK 1). Insert DISK 2 (with the copied files on) into the drive when the credits appear and press Fire to load Level 1.

4) When Level 1 is loaded, use the Jump Level cheat mentioned in Issue 59 to cause the program to load in the Second Level (which is now the Final Conflict level ("M4") but has been renamed as Level Two ("M2")). The Jump Level Cheat is shown below (for those of you without any back issues!).

Hold down the following keys to jump to the next level

COMMODORE KEY, LEFT SHIFT, RIGHT SHIFT, FUNCTION KEY 1

5) When the level has loaded, remove the DISK 2 from the drive and insert the original *Myth* disk (DISK 1). Finally, press fire to start Level 4. Howzat!!!!

David Krisman **of Hornchurch, Essex came up with a small tippette for those of you lucky enough to get through to Level 3 without too much trouble.**

On Level 3 (Egyptian Age) when you're outside the Pyramid, don't move, put the joystick in Port 1 and move it left and right. Now you'll have the EYE, the CROSS and the HEAD-DRESS. Put the joystick back in Port 2 and go through the last door.

ROCK 'N' ROLL
(Rainbow Arts)

A tiny tip from John Glynn **of Oldham.**
To move onto the next level, hold down the SPACE BAR and press 1 and lo and behold, off you jump.

GALAX-I-BIRDS
(Sensi-Soft/Megatape 8)

This simply *brilliant* p-take of all other blast-'em-ups is one of the TRUE brain-off, autofire-on games (which says a lot about why it was my favourite on the Megatape!!). Even with a decent autofire it's still a toughie so stand up Russell Banham, Steve R (Rowlands?), Arthur `Back in his box' Ennimore, The Phaser, A Jagger **and** Barry Byrne **for this multitude of cheats (one would have been enough, Sensi!).**

Cheat 1. Want to be invincible? Load the game and play it on one-player mode. Die once and hit RESTORE to return to the title page. Now press F1, F3, F5 and F7 (basically, ALL the FUNCTION KEYS) at the same time and press fire. Now try and collide with an enemy and (fingers crossed) you go right through it! If it doesn't work first time then keep trying!

Cheat 2. On the title screen type in LETMECHEAT. The game will now start up in one-player mode and the sprite-to-sprite collision detection will be disabled. On later levels you have to shoot flying angels, *International Karate* men, *Bounder* balls and a whole load of even weirder stuff! Typical Sensi!

Cheat 3. Load the game as usual and on the title screen just tap the RESTORE key a good ten times or so. You'll see an image of your ship only bigger and when you start the game you'll be invincible!

For cartridge owners try the following POKE for infinite ships:

POKE 1505, 173

PRO BOXING SIMULATOR
(Code Masters)

Here comes *By Fair Means of Foul* again but sneakily disguised as a Code Masters effort. Here we have the codes for the game under whatever name you possess it. Codes from Karl Roe **of Doncaster and** Peter `Thanks to Sergio Morena' Lee **who's from Chelmsford (the same neck of the woods as the *Retrograde* reprobates, Apex Software).**

Boxer	Codes
Mild Martin	NO CODE
Steady Eddie	PARTY
Dirty Larry	TALON
Fast Freddy	SWORD
Ronnie Razor	LUCKY
Deadly Dan	UNION

***Damocles, Rainbow Islands* (a cautious maybe there), *Golden Axe* (providing we can get some assistance from Visual FX), *SCI* (if you're very lucky), *International 3D Tennis, Wings of Fury* (hopefully) and a whole lot more besides may well appear next issue. I might even have the time to do some tips on my fave rave *F-19*.**

Some good tips here and there this issue but none really outstanding enough to win £30. What I want is everything on *Flimbo's Quest, 4th Dimension* stuff, *Ninja Spirit* later levels, *Iron Man* tips — music hacks, in particular, for everything and loads to keep me busy over the Chrissie time (who?). Send it all to *Newsfield, Pig in a Poke, Ludlow, Shropshire, SY8 1JW.* Till the next time we meet, ta-ra chuck!

STRATEGY

BLITZKRIEG AT THE ARDENNES: The plan was to quickly strike weakened Allied lines in Belgium and Luxembourg and to break through and move quickly to the Meuse to capture the Liege and finally Anywerp. Take over and simulate one of historys greatest battles. Features includes V-2 Rocket attacks, German saboteurs, Paratroopers, Artillery, Supply and one or two players. Amiga 512K version £28.95 1 meg ver £29.95.

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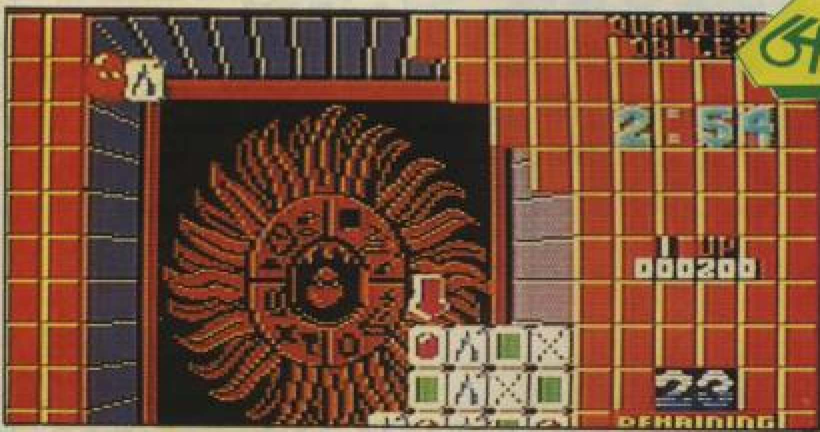
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• Ocean, C64 £19.99 cartridge only

PLOTTING

After a two month gap C64 *Plotting* follows the Amiga game onto the world stage (and hopefully this time Film Planning won't get it confused with *Future Basketball!*). You control a tile-throwing potato who starts off with a block of tiles which must be reduced to a certain number to complete the level. You can fire tiles from the side, or vertically by bouncing them off the steps at the top. You destroy tiles by throwing an identical design tile at them — skilful players arrange their hits to create long lines of identical tiles which give bonus points when hit. If the tile thrown out after a hit won't match any of those available one of three 'miss' tiles are used up. Further miss tiles are awarded at set point scores as the levels become more complex with uneven steps and pipes.



PHIL

I'm a bit disappointed with this conversion, not that the game was that good on the Amiga. With the lack of the competitive two-player mode and construction kit, all you're left with is a very simplistic puzzle game which soon gets repetitive with its non-random level layouts. And sadly no real use of the cartridge format is made — a few good interlevel presentation screens might have livened up the dull proceedings.



STU

The attractive title page comes up a second after turning on but the intro demo is shorter than the Amiga's. Also, the designer and two-player options have been cut (the latter probably because a split-screen would make individual tiles too small to work on the C64). But the core game remains, looking particularly nice with attractively done backdrops and tiles. The basic idea is shaping the block of tiles to avoid being stuck with an unusable tile, and it works well enough for puzzle-maniacs.

PRESENTATION 65%
Zero-fuss fun of slamming in cart, great title screen, nice demo but no two-player or designer options.

GRAPHICS 70%
Very attractive backdrops and tiles are superior to most puzzle games.

SOUND 50%
The jolly in-game tune is okay.

HOOKABILITY 74%
Easy to get into, although some of the finer gameplay points can be puzzling until you've read the instructions.

LASTABILITY 63%
Lots of progressively tougher levels, but it can get repetitive redoing earlier levels.

OVERALL 68%
A fun, but unremarkable puzzle game.

• Domark/Tengen, C64 £9.99 cassette, £14.99 disk

BADLANDS

After a nuclear war, life goes on — in the motor racing world at least. Violent races continue on tracks in a zone known as the Badlands. Cars are armoured and armed and losers pay with their lives.

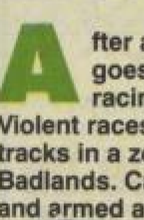
Eight single-screen, plan-view tracks are littered with hazards such as oil patches and spikes. One or two players compete against computer controlled opposition in four-lap races. If a car is destroyed, a helicopter lowers a replacement onto the track, wasting precious time — only the winner goes on to the next race.

Spanners lying on the track can be collected and used in the interlevel shop to buy shields, higher acceleration, missiles etc.



WOZZA

A few years back, I thought the *Super Sprint* coin-op was outdated rubbish but it was converted to the Commodore all the same. *Badlands* is really no better; different graphics and one or two new features. Gameplay's just a matter of steering left and right to negotiate curves and dodge obstacles — hardly likely to tax the brain cells and reflexes of today's gamers. Aesthetics of the conversion are weak too: crude, boring backgrounds and grating music and engine noises. Bearing in mind Domark's success with previous Tengen coin-ops, *Badlands* is a vast disappointment.



BIN

Badlands suffers from coming after the brilliant *Iron Man* conversion. The cars are just that bit too large for courses, making overtaking difficult and it's frustratingly easy to crash as you try to barge through. The pace and rough and tumble action of *Iron Man* is missing, but the weapons are a nice addition. Also the two-player mode works well enough — Phil and I had some fun co-operating against the computer player. If you liked the coin-op this isn't bad.

★ *Super Sprint* gets guns in *Badlands*.



Amiga update
Should be out soon, priced £24.99.

PRESENTATION 75%
One or two players, continue-plays, winner's podium and shop screens.

GRAPHICS 49%
Dull, simplistic backgrounds and plain car sprites.

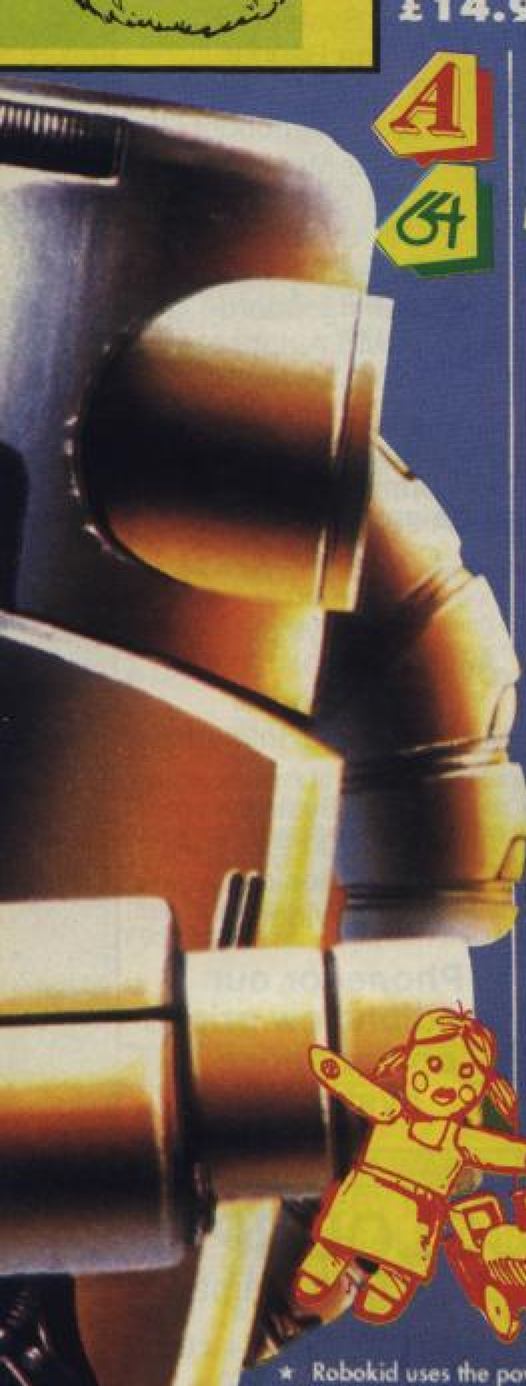
SOUND 38%
Irritating title music, droning engine noises and a few squeaks.

HOOKABILITY 64%
Gameplay and control method are very easily grasped.

LASTABILITY 39%
Eight tracks and various car improvements aren't enough to disguise highly repetitive gameplay.

OVERALL 41%
A lacklustre conversion of a mediocre coin-op.

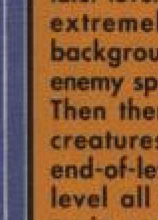
• Activision, C64 £9.99 cassette, £14.99 disk; Amiga £24.99



ATOMIC ROBOKID

Robokid has just graduated from The Universal University of Space Combat. But to pay off all those student loans he urgently needs a job, so he 'volunteers' for a mission into dangerous enemy territory.

Robokid can walk (not in the C64 version) or use his jet-pack



Robokid is a rather obscure coin-op, but one which Activision have certainly put their heart into converting. The C64 version is particularly impressive, with a huge number of levels and plenty of graphic variety. While the first level contents itself with a black backdrop and some nice, Giger-ish floors and ceilings, later levels have elaborate and extremely colourful backgrounds with masses of enemy sprites scurrying about. Then there's all the massive creatures which crop up — end-of-level monsters with a level all to themselves. The main gameplay isn't that original — 'blast everything in sight and collect add-on weapons' — but the large range of graphics help compensate. I especially like the way you're presented with choices at the end of many levels, allowing you to vary your route through the game. On the negative side some of the levels are quite short — making a tape version difficult to imagine — and when blasted guns go off screen and come back on they're restored to action. But if you fancy a large, varied challenge this shoot-'em-up has plenty to offer.

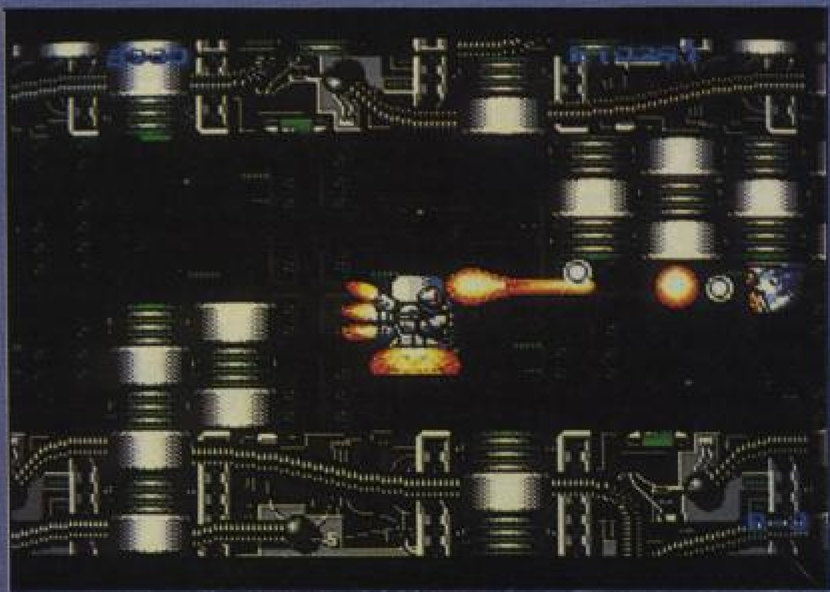
The Amiga game packs in even more detail with a few more creatures and power-up icons. There are also more backgrounds, and shot gun emplacements stay destroyed. As with the C64 the game's attraction relies heavily on the sheer graphic variety — minor gameplay variations such as the vertical dips in the horizontally scrolling action don't add that much. The actual graphics are impressive for their detail as well, but the colour shading is a little crude — you can tell it was designed with the ST in mind. It's also a little slower than the C64 version, but the sheer amount of work put into this program shows and it's well worth a look.

★ Robokid needs all his special weapons to take on this huge multi-headed superbaddie. (C64)



★ Robokid uses the powerful 'Fire 2' superweapon against a giant one-eyed alien. (Amiga)





★ Knocking out regenerating gun turrets on the second level. (Amiga)



It may resemble a scrolling *Cybernoid* but *Atomic Robokid* is nowhere near hot enough for a nuclear meltdown. Sure, some of the backgrounds are very pretty — the C64's are especially impressive — and with 28 levels you do get good value for money. But the simple blasting gameplay is repetitive and, although reasonably playable, somehow lacks any thrill factor. Despite the changing backgrounds, there are basically only two types of level: knocking out gun turrets, easily achieved with a laser; and blasting aliens in the horizontally scrolling sections, made easy with bullet-destroying missile bombs. Even the large end-of-level baddies aren't half as threatening as they look — they can soon be destroyed with one of the superweapons. On the Amiga, Robokid's initial sluggishness is only improved by speed-ups. It's also irritating when he lands (a totally useless function) and you have to press fire and up to make him fly again.

to fly through multi-directionally scrolling levels. These are filled with alien gun turrets and various flying aliens which, although not fatal to touch, fire deadly bullets.

Robokid starts off with a standard gun to blast them. Killing one of the occasionally appearing Meta Birds reveals a gem containing a permanent extra weapon: Fire 2 (increased shot power), Three-way fire, Five-way fire or Missile bombs (these are especially useful for destroying enemy bullets). Weapons can be switched between by pressing the Space bar (on the Amiga you can choose between this method and holding down fire). Collecting four special gems on the Amiga gives Robokid either a shield or automatic fire lasting about 30 seconds.

When he dies, Robokid loses the currently used weapon.

The route through the game's 28 levels can be chosen as some levels have more than one exit. Every third level features a massive end-of-level creature. When this is killed, Robokid must duel with a robot, shooting at it through a wall of moving asteroids.

★ The end of another level, and Robokid has a choice of two exits, each leading to a different level. (C64)



★ The C64 version features some beautiful backdrops.



amiga

PRESENTATION 71%
Sensible disk-accessing, can enter score into high-score table even if you continue-play, nice death sequence.

GRAPHICS 80%
A huge variety of backdrops, creatures and end-of-level monsters. All very colourful and imaginative, although somewhat ST-ish.

SOUND 79%
A typically Japanese soundtrack combined with nice FX. Tune can be turned off.

HOOKABILITY 78%
Takes a little getting used to, with a somewhat sluggish Robokid and not easy early levels.

LASTABILITY 80%
28 levels provide a formidable challenge jam-packed with variety.

OVERALL 80%

A variety-packed shoot-'em-up!

64

PRESENTATION 45%
Each level is a fast multiload on disk, but on tape the game could be unplayable (marks are for disk version). No continue-plays.

GRAPHICS 82%
Some beautifully detailed backdrops with plenty of variety throughout the many levels.

SOUND 76%
Standard Martin Walker soundtrack.

HOOKABILITY 80%
Robokid starts off nice and fast with no need for speed-ups.

LASTABILITY 84%
28 levels provide a massive challenge for an 8-bit game.

OVERALL 82%

Enjoyable shoot-'em-up action.

● Domark/ Tengen, C64 (available only on compilation)

HARD DRIVIN'

Tengen's extremely realistic coin-op has been a smash hit in the arcades. Now, minus the steering wheel and gearstick, it's at last made it onto the C64.

There are two tracks for you to drive round in your 140mph car with optional automatic or manual gearbox. The Speed Track is a normal race circuit to be completed within the time limit. If you veer off the road you're allowed ten seconds to return, otherwise you're automatically dropped back onto it. Crashing into oncoming vehicles also costs valuable time. But unlike the Amiga version, there's no replay when you crash.



★ Oncoming traffic can make for a dangerous ride when control is so difficult.

Go fast enough and you're challenged by the computer-controlled Phantom Photon to a race around the Stunt Track. This features three main stunts: a jump across an open drawbridge, a loop-the-loop and a steep banked corner.



Now we know why Domark never bothered releasing this in its own right: it's awful. The graphics are not only monochromatically Spectrumesque but far worse than the Spectrum version's! There's a near total lack of roadside scenery while, considering its simplicity, the road itself suffers from an incredibly slow, jerky update — it's almost like Freescape! The game plays just as badly as it looks with oversensitive steering, dodgy collision detection — the other cars have no sides! — and the general sluggishness making it unplayably tedious. Basically, this conversion just doesn't work at all, being totally devoid of the coin-op's driving realism. You'd have more fun pushing a Fiat Panda up a steep hill!



What happened to the subtle brown shades of the preview shots? But the Spectrumesque graphics are the least of the problem with C64 *Hard Drivin'*, at least the Z80 version was playable. The C64 version moves incredibly slowly, but the worst problem is the sluggishness of the controls. As you go skidding off to the left of the road frantically pushing right eventually takes you back on the tarmac — and off to the other side. Needless to say, weaving across the road like Phil on a Friday night soon results in a fatal collision. Poor control also makes the loop-the-loop extremely difficult and completing a track virtually unimaginable.
It's no wonder Domark didn't release this on its own, but apparently a cartridge version is planned. Due to the memory accessing possibilities of cartridges this might mean faster 3-D, but don't hold your breath.

★ Spectrumesque graphics without the speed of the Z80 version.



HARD TO GET

C64 *Hard Drivin'* is so delayed (the Amiga game was reviewed way back in Issue 58, earning 81%) that Domark have decided not to release it on its own. Instead they've put it on not one but two compilations:

Wheels Of Fire features the amazing *Turbo Out Run* (97%, Issue 56), *Power Drift* (94%, Issue 55) and the disappointing *Chase HQ* (53%, Issue 58).

TNT adds the very playable *APB* (90%, Issue 54), *Toobin'* (75%, Issue 58) plus the appalling *Dragon Spirit* (24%, Issue 57) and *Xybots* (27%, Issue 54).

Both compilations cost £14.99 on cassette, £24.99 disk. They're also available on the Amiga for £29.99.

PRESENTATION 40%
Choice of stunt and speed tracks and automatic/manual gear stick option.

GRAPHICS 22%
Spectrumesque monochromatic 3-D moves faster than *Freescape* — just! Much too slow for a race game.

SOUND 32%
Dull title tune, standard engine drone and skidding sound.

HOOKABILITY 21%
About as much fun to drive as half a C5...

LASTABILITY 17%%
...with a flat battery!

OVERALL 20%

Even the AA couldn't rescue this old wreck — that's all you need to know.


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★ Our cyborg contestant blasts away at some HALFs while climbing a wall. Note the x/y co-ordinates for mapping!

● Psygnosis, Amiga £24.95

KILLING GAME SHOW

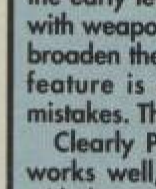
Besides keeping the 21st century population distracted and amused, the Killing Game Show deals with dissidents by using them as contestants — no-one has survived it yet!

For the squeamish, simply being prepared for the show is bad enough. Radical surgery amputates the legs, strips away the skin, then wraps the raw remains in armour. The arms are turned into multi-purpose limbs used to walk with, climb walls and pick up objects. Two massive guns are also grafted onto the cyborg.

KGS consists of eight artificial moons designed as the ultimate killing grounds, each containing two Pits Of Death in which the contestant starts at the bottom and must get to the top. Various platforms are often divided up by barriers which need keys to be opened. Further spice is added by mines, booby-traps and HALFs; Hostile Artificial Life Forms which attack in long swirling formations. If a complete formation is destroyed a winged heart is released — catch it for extra energy. But the most critical hazard is the DOLL, a shimmering Deadly to Organic Life Liquid which begins rising as soon as the game starts. Contact with DOLL is completely fatal.

In the spirit of fairness — well, entertainment — there are some helpful objects concealed in 'caskets', blobby rocks which can be shot open. There are two basic object types, Tools and Weapons, and you can carry one of each. Tools include keys, extra energy and DOLL freezers. Weapons include lasers, triple fire, side fire and minesweepers.

There is one further, very special feature of the KGS. After death you can replay the last attempt at escape, fastforwarding through dull bits, then take control of the cyborg just before it made that fatal mistake.

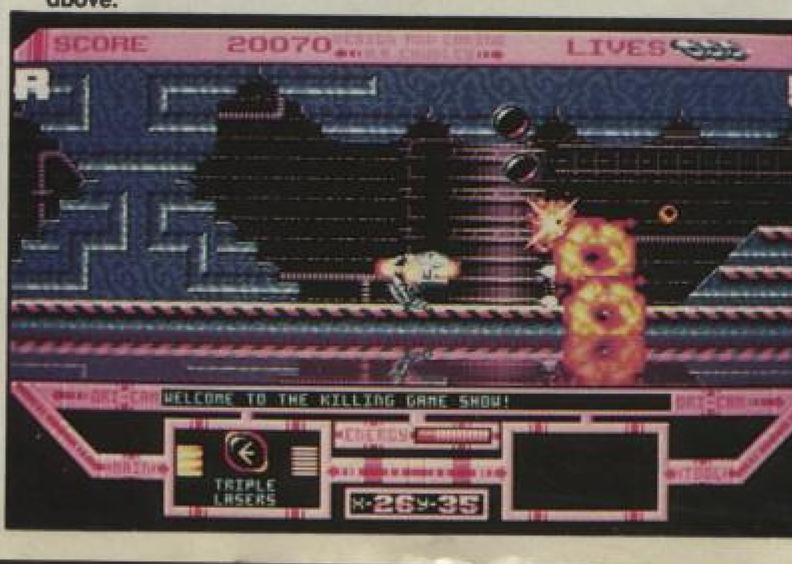


For my money, *KGS*'s thundering intro beats *Beast II*, and you can even buy a £9.99 T-shirt to go with it. But more importantly this is a superb return to form in gameplay. Like *Blood Money* the basic format is a familiar one, here platforms and ladders crossed with mega-blasting, but it's all been done with such panache as to seem brand new.

In play, the great variety of weapons and creatures make the early levels a great blast, but by Moon Three simply being adept with weapons is no longer enough. Numerous switches and new tools broaden the game out, forming tough, interlocking puzzles. The video feature is extremely useful here, allowing you to review past mistakes. This saves time and means mapping isn't crucial.

Clearly Psygnosis have put a lot of thought into this one and it works well, with attractive, varied graphics intermeshing perfectly with the game-style. My only slight reservation is that completing a Pit is extremely tough, and the only reward is going onto a harder one! Still the new graphics are worth working for and there's an end-of-game sequence. Overall a must for arcade-puzzle maniacs, and one of the best Amiga games in recent months.

★ The DOLL provides an impressive shimmering reflection of the action above.





Phew, this is tough! Even so, the 'continue on the same level' option and brilliant replay facility tempt you into having 'just one more go' — we played it continuously for a whole day! The continually rising liquid makes you sweat as you try to climb up, hindered by locked doors and, on one of the levels, a hundred gems which ALL have to be collected! Things get even more complicated on later levels with teleports to use and switches to activate, often in combination. There seems to be something new (usually nasty!) on each level, as well as some very different graphics — I love the shimmering liquid effect with the parallax scrolling cleverly reflected in it. Sonics are also slick with a choice of thudding heavy metal music or sampled FX. The only thing missing from this game show is a slimy host — I'd just love to chuck Bob Monkhouse into that liquid!

C64 UPDATE

No plans as yet, but if it's a big hit Ocean could license it as with *Beast*.

PRESENTATION 94%
Explosively cinematic intro. Unique video-replay feature, unlimited continue-plays, stylish save-to-disk score table.

GRAPHICS 90%
A well animated main sprite, eight very different worlds and shimmering DOLL.

SOUND 94%
Great intro FX, choice of superb FX or rock music.

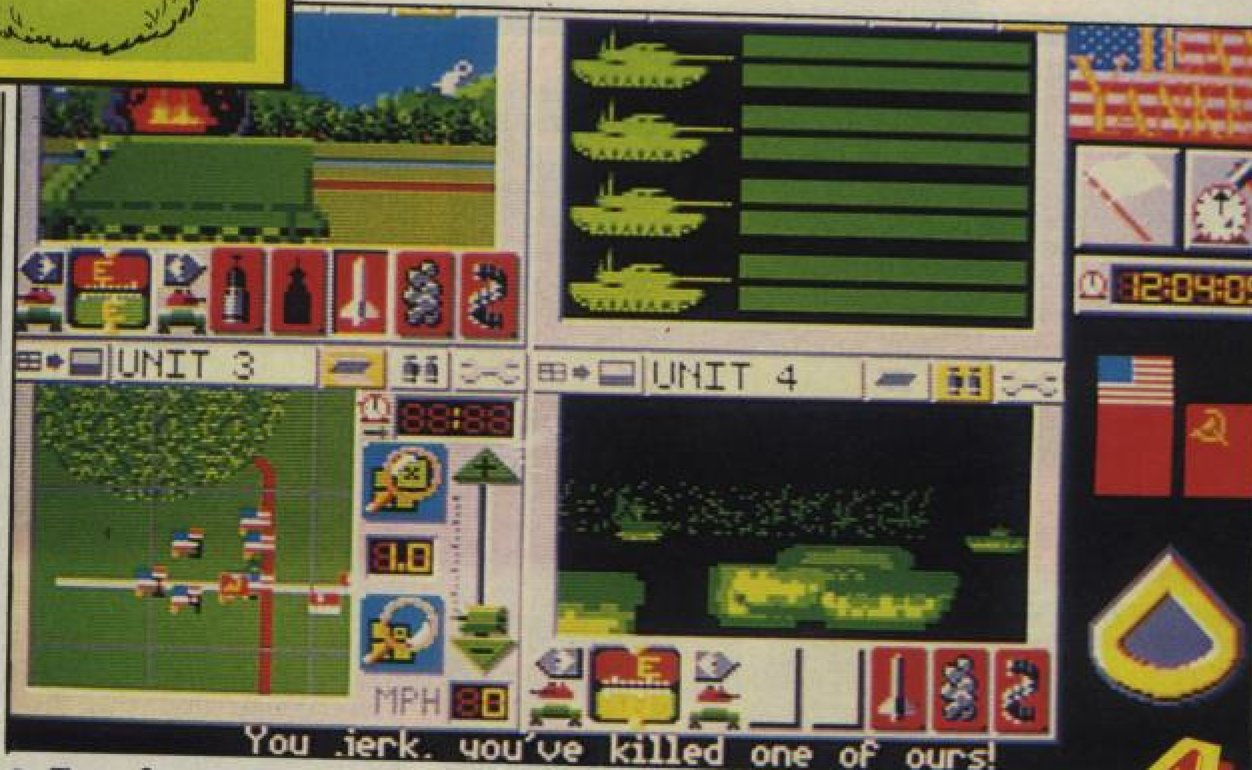
HOOKABILITY 91%
Instantly and completely addictive, continue-plays will ensure your first sessions last hours.

LASTABILITY 89%
16 Pits Of Death provide a formidable challenge, while graphic variety provides a strong incentive to persist.

OVERALL 89%
Psygnosis are back on form!







● **Empire, Amiga £29.99**

TEAM YANKEE

Harold Coyle's bestselling novel was praised for its action and superb realism, telling the tale of how Team Yankee (a US army company) takes on the Soviets in World War III. The game reduces the novel to five scenarios, with you beginning at the rank of private. There are eight service records which automatically record the results of your battles, kills/losses. Fortunately, losing does not wipe your record. If you complete all five scenarios you're promoted, making the game tougher with more intelligent enemies. So five ranks make twenty-five different battles, four or five of which happen at night. Each scenario begins with a briefing, after which you can select the timing and location of artillery strikes (if available).

Once in the game you have command of four platoons, each containing four vehicles. Initially the screen is split in four showing the view of each platoon. Any of these displays can be clicked on to fill the screen. There are three types of display: on the Map Screen you set the destination, speed and formation of a platoon. The Status display shows how much ammo each platoon vehicle has, as well as its morale and efficiency. Finally there is a 3-D view which is always from the platoon's most powerful vehicle. Icons can magnify the view ahead, produce engine smoke and use infra-red to see through smoke. You can also rotate the turret and select weapons, the M-1 tank has HEAT shells, shorter-range but more lethal SABOT shells, smoke shells and machine guns.

Other Army vehicles aren't so well equipped, the M113 troop carrier only has a machine gun, while the M-2 carrier and ITV have a machine gun plus a few TOW anti-tank missiles. Thankfully you don't have too many of these vehicles, but in later missions you'll have to protect a convoy of troop carriers. Other scenarios require you to defend villages or attack and secure set positions.

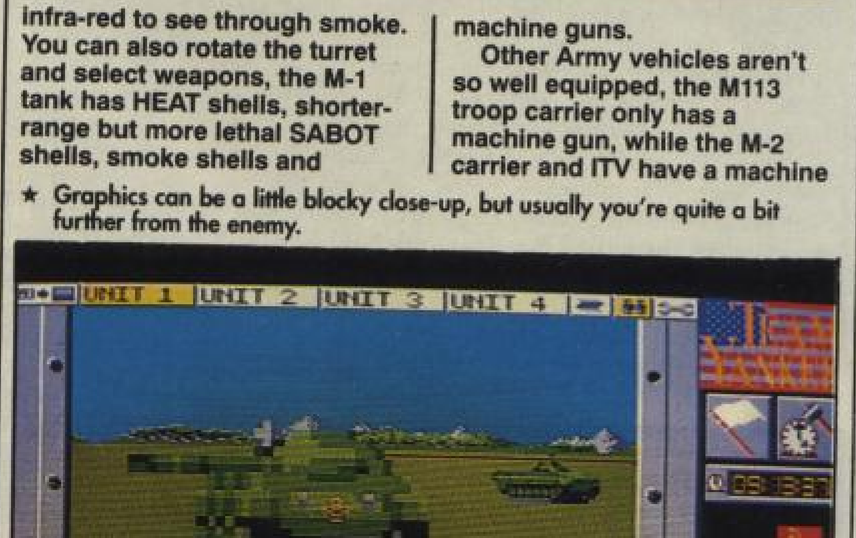


Yankee can't compare with *M-1* for realism, but it's an extremely playable and enjoyable sim. The essence of the game is a mix of tactics — critical in positioning your forces and timing artillery strikes — and arcade action. Swivelling the turret, finding the enemy, getting a laser lock-on, waiting for a round to be loaded then knocking a tank out all requires good reactions. Then as soon as the first shot hits, the rest of the platoon will know your position and return fire, so it's critical to take them all out quickly. This is great fun, helped along by great graphics. Up close things are blocky, especially the UDG-style forests, but overall the effect is top-notch. The game's only real drawback is the lack of scenarios. Enemy intelligence does increase dramatically as ranks improve, but new scenarios would've been best.



After initial scepticism over *Yankee*'s depth, I loosened up and began to enjoy the pure blasting with a healthy dose of strategy thrown in to keep you hooked. Using the gunsight to lock onto and then fire at targets smacks of *Operation Wolf* but with a little more thought about it. The *Let Sleeping Gods Lie* 3-D system has been speeded up markedly, seeing a column of tanks rolling past is very impressive! Mouse control and the icon system all work well with a rather nifty line in four views at once. What I *really* want to know is why didn't programmers ODE provide a lot more missions rather than the basic five just played at different skill levels. Surely the licence wasn't that restrictive? Let's hope Empire license Harold Coyle's second book, *Sword Point*, and let ODE use the same system again but with a bit more game depth.

★ Graphics can be a little blocky close-up, but usually you're quite a bit further from the enemy.



C64 UPDATE

Depending on the success of Amiga *Yankee*, scenario disks and a C64 version are under consideration.

PRESENTATION 85%
306-page novel, slick 60-page manual, notepad, map, automatic save-to-disk and nice intro. No mission complete pics though.

GRAPHICS 83%
Unique ODE system at its best, blocky close-up but fast and excellent at mid-range. IR good too.

SOUND 57%
Pleasant intro tune, explosions plus one or two weapon-ready beeps.

HOOKABILITY 88%
Extremely easy to get into, with a great practice intro and relatively easy first scenario.

LASTABILITY 77%
Only five scenarios, but playing them at different skill levels provides a substantially increased challenge.

OVERALL 81%

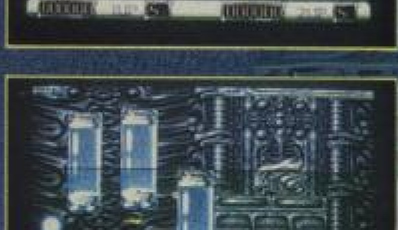
A superbly executed mix of tactics and shoot-'em-up action.

Z-OUT

Victory celebrations for the success of the mission X-OUT which anhilated the satellite of the planet Alpha Centauri ended abruptly as the long-range scanners showed intense activity on the planet itself - an *ATTACK* from the planet is *IMMINENT*.







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Z-OUT - the mission to destroy the planet Aplha Centauri, the H.Q. of the federation now seeks a brave man to pilot the space craft. What lies ahead is unknown except that the defences of the H.Q. are strong and multi-level.

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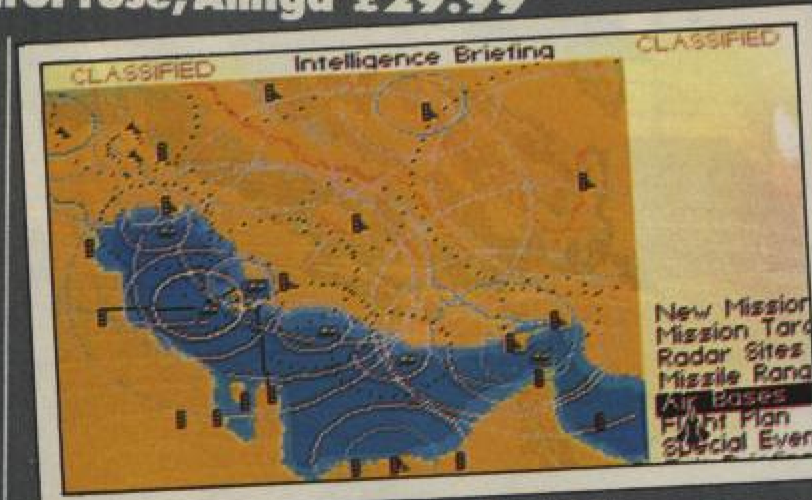
MEGA BLASTER OF THE YEAR

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ZZAP! XMAS TEST!

• MicroProse, Amiga £29.99

F-19 STEALTH FIGHTER



★ The vital briefing session, displaying a mass of realistic and vital info on opposition forces.

Near invisible to radar, shrouded in secrecy and worrying Saddam Hussein as this is written, the F-117A Stealth Fighter is America's most secret aircraft. It was in service for years before it was allowed to be filmed. So MicroProse developed their Stealth sim using 'best guesses' and called it *F-19*. When the F-117A was finally revealed MicroProse changed the sim to give you option of flying the original F-19 or a new F-117A.

Four combat zones are available to the Stealth pilot: choose from Libya (with a Training mode for beginners), the Persian Gulf for the ultimate in topicality and the dangerous North Cape and Central Europe combat zones.

A series of parameter-setting option screens allows you to alter Level of Conflict, Type of Mission (choose to attack an air target or strategic or tactical ground targets), Opponent Quality and Flight Performance (beginners had best stick with the No Crashes option before attempting Easy or Real Landings).

A mission briefing and enemy appraisal follows before arming up the aircraft. There's little difference between the two Stealth fighters, neither is easy to fly. The F-117A is slightly unstable in flight but for both types of aircraft survival depends on minimal contact with the enemy and its radar. An EMV Bar Gauge in the cockpit shows your Stealth rating, effectively your 'visibility' to the enemy. Low-altitude, low-speed, level flight keeps the EMV down, allowing you to penetrate further into enemy airspace without detection (although the higher the selected Opponent Quality level, the more experienced the enemy is, the better protected the target and the harder the mission becomes). Needless to say, once you're detected all hell breaks loose as enemy airpower comes onto the scene and SAM missiles roar skywards.

★ An exterior view of the F-117A coming in under the clouds to attack a radar station.



The most impressive features of the Amiga game are the external viewpoints which, if used effectively, can make your mission almost like a movie. There's a host of standard viewpoints but the tactical views are the best, showing your Stealth from the enemy plane's/ground target's view or vice versa. It's near impossible to fly the Stealth from these viewpoints but it's great fun (and very cinematic) to see yourself storm right over the smoking remains of an enemy installation.

After you've created hell in the mission and landed back at base (or not) a debriefing

★ Coming in low to attack a tanker, the superb Trackcam shows a close-up.



Graphically *F-19* is a mixed bag. The graphics work well at long to mid-range; there's lots of variety and the close-up view via the TV is a neat idea. There's also a plethora of external views which can be switched between to give a genuinely cinematic feel; the enemy perspective pans to keep the F19 in view superbly. Unfortunately, close up the graphics are poor, the F-19 itself is a simple black silhouette while land graphics are dull.

Partly because of this *F-19* isn't a 'pick up and go' product. The graphics aren't impressive enough for a simple zoom around to be all that satisfying. Indeed the F-19 itself is a realistically poor flier, lacking vertical climb and stalling easily at low altitude. To get the most out of *F-19* you have to absorb the 192-page manual which is certainly impressive, with massive attention to detail. In this respect *F-19* scores above all other products. This is an uncompromising sim unrivalled in atmosphere. Stealthing about requires more thought than your usual sim, while some weapons are complex to use. There are only a handful of basic mission types, but the various combinations, different zones and ranks provide a massive challenge.





This is *the* one that I've been waiting for after playing the C64 original to death and being blown away by the graphic quality of the PC version. I was disappointed that it's no advance over the PC game, but for once we have a simulator that is very fast in flight, has great graphic detail and variety *and* has the mission depth to back it up. The graphics aren't all that sophisticated and there is the odd graphic error here and there (like Boeing 767's casting F-18 Hornet shadows!) but the atmosphere is all there and the enemy is used intelligently to create a thoughtful challenge. Pity about the dire sound effects.

Having got used to the pace of the C64 version, it's all immensely fast now with 16-bit speed and an ultra-sensitive mouse control option (thankfully, this can be adjusted). Learning to cope when the action hots up is going to take quite a while so it's good that you can earn your wings on lower risk warzones before tackling the First Team in Central Europe. For me, the entertainment came from 'thinking' your way through the radar net to the target before the mission and then watching it all work correctly in practice. Finally hitting the target proved immensely satisfying.

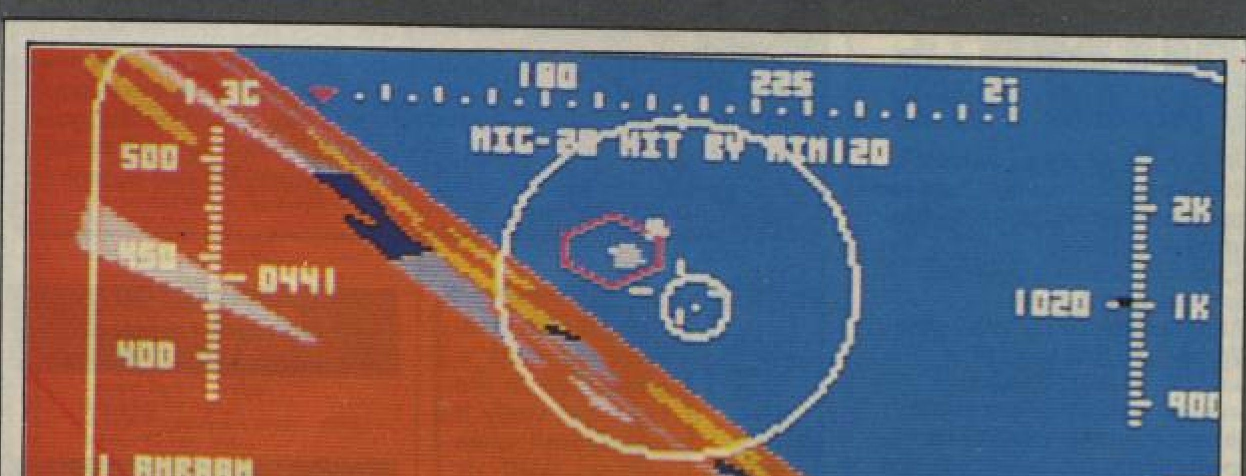
The mission selection/creation system is one of the best I've seen as it allows the *player* to set his own pace through the game rather than being forced through a series of set missions. The flexibility offered by the parameters on the pre-mission option screens ensures appeal for all levels of armchair pilot while also allowing for the development of the player's skills. With the random objective generation system at work to create a different target every time, each mission is different in its demands, challenge and methods of attack required by the player. This one's got a lot to offer and keeps you playing!

follows, detailing the events during the flight: successes, hits, kills, mistakes and all. A Save/Load feature is provided but pilots missing/killed in action or retired are removed from the disk.

Hitting the primary and secondary targets all adds to the mission score and successes are met with promotions and decorations for exceptional skill. The higher risk the mission the better the rewards, of course — just don't end up ploughing a field with your F-19!

C64 UPDATE
F-19 originated as C64 *Project: Stealth Fighter*, which lacks only the external views and F-117A. The price is £9.99/£14.99 and it's still one of Rob's favourite games. A cartridge version is under consideration.

★ A hit! Dogfighting with a MiG-25 Foxbat over Libya.



PRESENTATION 93%
Extensive to say the least. A 192-page tome packed with info. Keyboard overlay. Mouse/joystick/keyboard/analogue joystick controls. Two choices of plane. Save/Load feature, a user-friendly, flexible pre-mission selection system. Presentation screens for success, failure, medals and promotion. Mouse sensitivity adjust facility.

GRAPHICS 78%
Fast, fluid movement and update. Excellent for sheer variety but, for the most part, unsophisticated shapes.

SOUND 52%
For: Good (if a bit short) title tune and credible engine note sound. Against: The rest of the effects!

HOOKABILITY 82%
The sensitive flight controls and massive manual (which needs to be read) means it can take a while to get used to flying the aircraft. The dangers of an overly complicating, inaccessible simulator are countered by the user friendliness of it all.

LASTABILITY 92%
Four warzones provide good graphic variety. The large number of mission creation parameters provides masses of challenge, demands and mission variety.

OVERALL 90%
Fast, deep and very entertaining to play.





• Goliath Games /Electronic Zoo, C64 £9.99 cassette, £14.99 disk

C64

SUBBUTEO

Look, I know footballers don't really have round bases under their legs but Subbuteo is taken very seriously by some — it's even got its own World Cup.

With the computer game at least there's no danger of some clumsy idiot treading on your players or giant dogs running onto the pitch! The rules are the same with one team keeping possession until they miss the ball or knock to an opposing player. Players take it in turns to do their flicks (including defensive ones). The plan view pitch can be scrolled vertically and a player selected. You can then aim the flick with a rotating cursor and select power and left/right spin. All this must be done within a time limit.

Options include one/two-player games, choice of formation and match time, plus an eight-player league.



★ It's kick off (or should that be flick off?) time in the Subbuteo league.



Computer *Subbuteo* has all the arcade action of a game of draughts with even less intellectual stimulus. The neat little men of the board game have been replaced by chronic graphics, with nonexistent sound and a cursor which is much too subtle. Sending your 'men' shooting across the pitch is as exciting as listening to Trevor Brooking. If you ask me, *Striker* was always the better boardgame, with its kicking figures, but computer *Subbuteo* beats the real thing for dullness anyway.



I must admit I thought Goliath had got this all wrong with the players taking it in strict turns to flick. Still, though it's nowhere near as hectic (or as much fun) as the board game, it does capture the strong strategic element of Subbuteo with all the proper rules like offside and defensive flicks to block the opposition's path to the ball. The skill in flicking is also well implemented — once mastered, you can do some truly amazing swerves — and at least you won't need to insure your fingernails!

Amiga update
The Amiga game — out soon, priced £24.99 — features a player-controlled viewpoint for the 3-D pitch.

PRESENTATION 65%
One/two players, league which can be saved.

GRAPHICS 20%
Overhead view restricts players to mere circles while the selection cursor is hard to see.

SOUND 12%
A few pathetic beeps here and there.

HOOKABILITY 43%
Hardly exciting but tactically sound.

LASTABILITY 40%
Becomes boring after a few games (moves! — Stu).

OVERALL 41%
Totally lacking the board game's fun element.

• MicroStyle, Amiga £24.99

A

INTERNATIONAL SOCCER CHALLENGE

The sequel to *MicroProse Soccer* features an innovative 3-D perspective, viewed from just behind the ball with you always playing 'into' the screen. Shooting/passing involves holding down fire to increase the power, and then moving the joystick to put height, direction and swerve onto the ball — on the easiest of three skill levels, passes are automatically aimed. As in *Kick Off 2*, you can either control a single player or switch between team members (excluding the automatic goalie).

You can either play in a fictional world club Superleague, or try to win the World Cup, and save your position to disk. Extensive practice options allow you to perfect passing, penalty kicks, goalkeeping (on penalties) and corners.

★ The innovative 3-D display with you always playing 'into' the screen.





I've seen so many footie games in this World Cup year, I'm sick of the things. But at least *Soccer Challenge* doesn't use the dreary old plan or side view like 99.756% of them. The pseudo-first person graphics work well if not for the speed; the filled 3-D pitch and stadium move as slowly as the sprites, which is a great shame because they're very well drawn and animated. Control is sluggish and although the sense of depth works well, any players behind your viewpoint are only visible on the radar. Most football fans will already have the best, *Kick Off 2*, and *Soccer Challenge*'s 3-D isn't enough to seduce those who haven't.



The 3-D view must have seemed a good idea at the time, but sadly it just doesn't come off: as well as being a bit jerky it's too slow for the supposedly high pace of a football game. It also means that there can't be a two-player mode — usually the best option in sports sims. As with *MicroProse Soccer*, the ball is glued to the player's foot, so no skill is needed to dribble — contrarily, tackling the opposition is very tricky. It's also easy to score with a set routine of running diagonally at goal and swerving your shot. This one's no substitute for *Kick Off 2*.

C64 update
No plans for a C64 version.

PRESENTATION 78%
World Cup, Superleague, practice and save options.

GRAPHICS 68%
Innovative but sluggish 3-D.

SOUND 35%
Brief crowd sample, dull thwacks and unbelievably feeble tune.

HOOKABILITY 58%
Simple soccer fun.

LASTABILITY 35%
Soon becomes repetitive.

OVERALL 45%
Even Shilts couldn't save this one.

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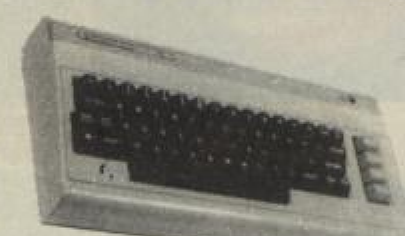
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THE PREVIEWS

SANTA'S FAVES

If you think our Xmas issue is crammed with great games, just wait till next month. There's an amazing amount of games in production which should still squeeze into Santa's lucrative Xmas sack, with *RoboCop II* probably the most eagerly awaited. We previewed Special FX's Amiga version a couple of months ago, now the C64 game is finally underway thanks to Painting By Numbers. The programming team has a tight deadline to hit — so no interviews! — but the structure of the cartridge-only game is fairly clever. The seven levels include two 'shooting gallery'-type levels, two logic puzzles and three 'walk around and shoot' levels much like those in the original, including the final level which sees Robo battle his way through Roboguards to confront RoboCop 2, an awesome insect-like machine with a Gatling-gun arm. Hopefully there'll also be a couple of digitised scenes from the movie.

Also coming soon from Ocean are *Shadow Of The Beast* and *Navy SEALS*, both cartridge-only. *Beast* is of course a conversion of the £35 Psygnosis game. While the awesome parallax scroll appears to have been dropped, the large variety of hideous creatures look just as impressive.

Navy SEALS is another spectacular Ocean movie conversion, this one coming from C64 *The Untouchables* team and thus one of the hottest prospects for Xmas. The movie stars Charlie Sheen and Michael Biehn as Navy SEALs (the US version of the SAS). Two of their members have been taken hostage in the Middle East, and there's also a terrorist plot to shoot down an airliner. The game's seven levels include platform shoot-'em-up action, superbly animated figures and lots of special weapons.

Even more bloody combat features in *NARC* — the Williams 'arcade game with a CONSCIENCE'. Which means the baddies you're blasting into a million pieces are drug dealers! One or two Drug Enforcement Agent officers walk down sideways scrolling streets. There are eleven levels, including some giant flying beetles which show the drastic effects of drug abuse!

Even more genetic mutations crop up in *Teenage Mutant Hero Turtles* from Imageworks. The lovely April has been kidnapped by Shredder, and the Turtles must rescue her by battling through six New York territories. You alternate between control of all four Turtles, taking on Ninjitsu warriors, Mouser-infested sewers plus Bebop and Rocksteady. The rather nice looking C64 version is being programmed in America on disk and should be ready for a November release with the Amiga game. Unfortunately the cassette version may have to wait until January, as this has to be done in the UK.

Finally there's the somewhat unseasonable Summer Camp from Thalamus. A very impressive-looking platforms-and-ladders type game it features an extremely cute mouse and four levels including the Wild West, Gold Mines and the Moon. By next month the difficulty should be toned down, and the bonus subgames finished, so expect a full review.

★ New York's sewers are surprisingly clean; otherwise those *Teenage Mutant Hero Turtles* wouldn't be a healthy green!



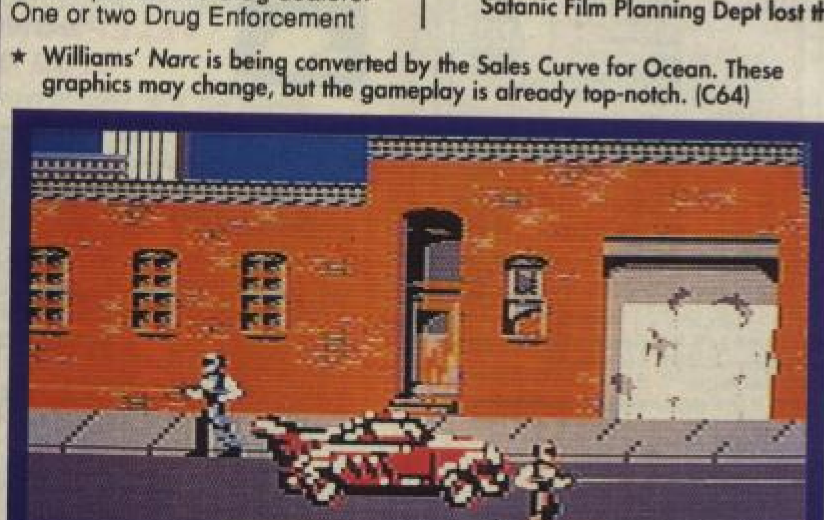
★ Never mind diplomacy, the *Navy SEALS* have a more subtle approach to rescuing hostages in war-torn Beirut. (C64)



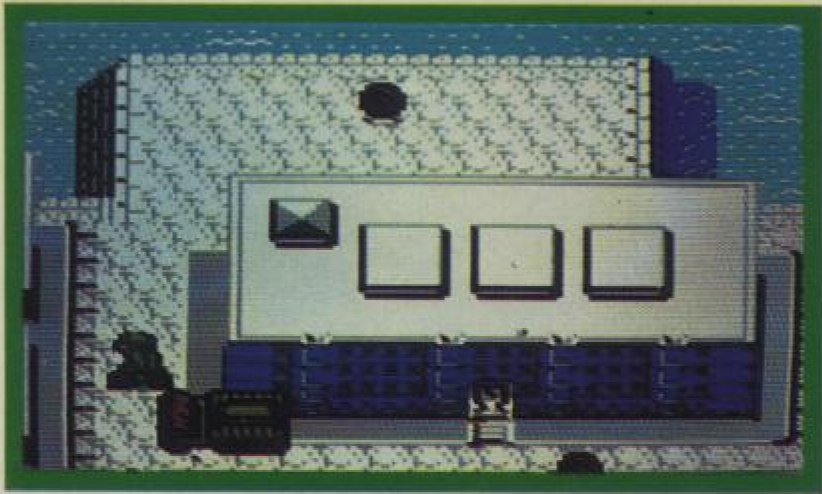


★ Thalamus's hilarious Summer Camp was previewed last ish, but the Satanic Film Planning Dept lost the caption! (C64)

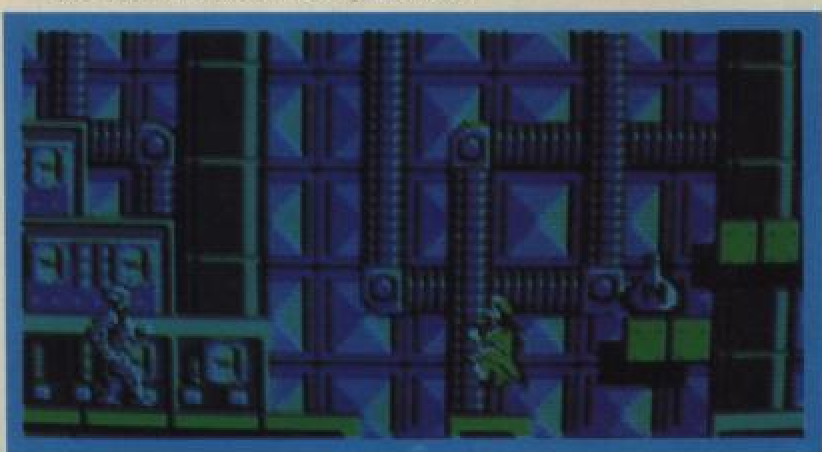
★ Williams' *Narc* is being converted by the Sales Curve for Ocean. These graphics may change, but the gameplay is already top-notch. (C64)



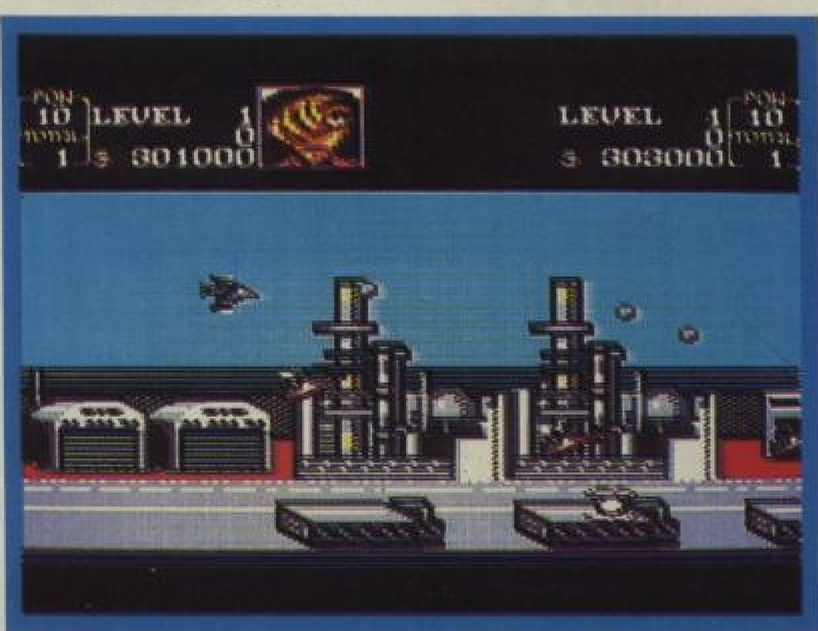
★ Imageworks' *Teenage Mutant Hero Turtles* allows you to switch between turtles, using each one's strengths for various sections.



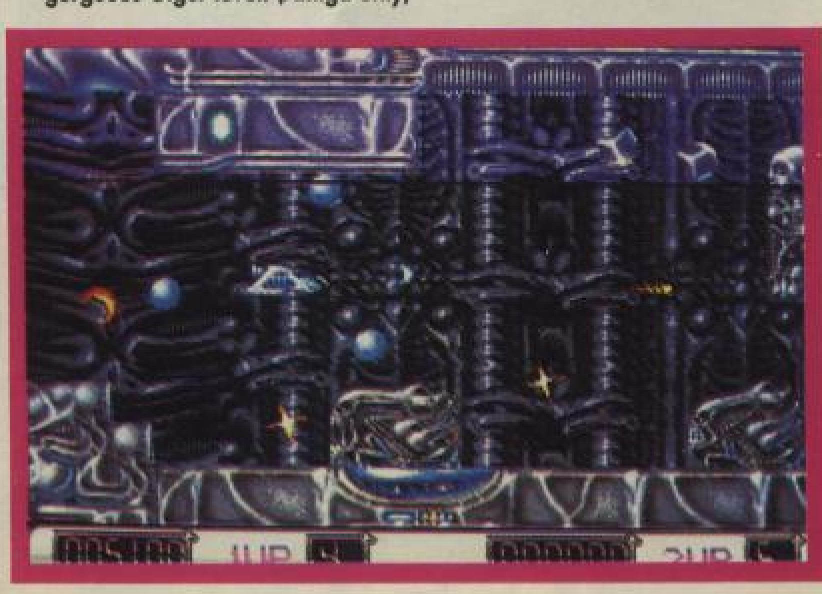
★ *RoboCop II* boasts three levels of the classic 'walk-around-and-shoot' Robo-action in a seven level game. (C64)



★ US Gold's *UN Squadron* is only just approaching completion, despite coverage in other mags! (C64)



★ Imminent from Rainbow Arts is this sequel to *X-Out — Z-Out*, with a gorgeous Giger level. (Amiga only)



★ Ocean's C64 conversion of Psygnosis' *Shadow Of The Beast* is coming along very nicely.



★ He's back! C64 *RoboCop II* thanks to Painting By Numbers, also responsible for *Run The Gauntlet* and *Nightbreed*.



★ After Schwarzenegger in *Total Recall*, Active Minds take on Paul Gascoigne (the association football player, your honour!) in Empire's latest release. (C64)



★ 'You need hands' in Audiogenic's first coin-op licence, *Exterminator* — a 3-D bug blast with digitised hands. (Amiga)





READY FOR WRATH?

ReadySoft are the Canadian software house who are best known for the stunning sights and sound of Amiga *Dragon's Lair* and *Space Ace*. But they're not content to just let the fancy graphics of laser disc coin-ops do their talking, as WARREN LAPWORTH discovered.

The exploits of Dirk and Dexter were a delight to both eyes and ears but gameplay was a bit limited — *Space Ace* could be completed in five minutes. So ReadySoft's latest blockbuster, *Wrath Of The Demon*, has greater playability and depth while maintaining a high graphical standard. Oh, and another damsel in distress for you to rescue.

The damsel kidnapper this time is a foul, villainous creature known as The Demon. Your quest is to reach The Demon's castle, slay him and rescue the princess. You begin on horseback, leaping rocks, punching winged creatures and scooping up potions from the ground. Potions restore health, give increased power and so on, and can be carried from scene to scene to be swallowed at the most useful times.

On foot and armed with a sword, you must cross cave, swamp, tower and temple levels to reach the castle. A wide range of gorgeously drawn baddies such as elves, orcs, gargoyles, swamp things, and dragons make the trip interesting. Many hold special items which must be collected if your attempt to kill The Demon is to be successful.

TECHNICAL TRICKS

Amiga *Wrath Of The Demon* has taken ten months of intensive programming to complete, although its concept and design began more than a year ago. It was developed using three Amiga 500s and an Amiga 2500 with a 68030 processor, which the program is compatible with. Two megabytes of graphics (uncompressed), were transferred from paper to the Amigas using an EASYL drawing tablet, then corrected and 'smoothened' using Electronic Arts' *Deluxe Paint III*.

Parallax is used extensively in *Wrath Of The Demon*'s 13 levels (550-plus screens), using a stunning *15* layers in certain scenes, two more than in *Shadow Of The Beast*, a favourite game of the programming team. There can be up to 25 sprites on-screen at any one time, selected from 250 detailed opponents, 100 of them fully animated — there are 1200-plus frames of animation in total. The largest sprite object is 300 by 144 pixels in size and the combination of backgrounds and sprites means there are often more than a hundred colours on-screen simultaneously!

The soundtrack is by veteran British composer David Whittaker, and divided into nine 'songs' of up to two minutes in duration, the melody changing from level to level and situation to situation.

The C64 conversion is if anything even more technically impressive. Production for the Commodore version began in April and is expected to be complete in about a month, as we go to press (mid-October). There's one less scene than the Amiga but three of them are in smooth *ten*-layer parallax, surely the most ever seen on any 8-bit machine. There are more than 50 monster sprites, most of them animated and some at least one third the size of the screen.

Wrath would seem perfect for C64 cartridge, but as yet no firm decision has been made as UK publishers Entertainment International might want to hit the Xmas market which, due to lengthy production times for cartridge, only tape and disk versions can do. Whatever happens, the Incredible amount of work put into *Wrath* will mean it's a pricey product. But if gameplay matches graphics, it will almost certainly be well worth it.

★ This superlative cartoon-style dragon would look at home on an Amiga! (C64)



★ Numerous weird and fantastic creatures populate this massive game. (C64)



★ The spectacular horse-riding scene has no less than ten levels of parallax scrolling. (C64)





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